

BASIC NOTES



CENTRAL
SIGNAL CORPS REPLACEMENT TRAINING CENTER
Camp Crowder, Missouri

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REVISED JUNE 1, 1943

PREPARED AND REPRODUCED

BY THE

TRAINING STANDARDS & CONTROL BRANCH

OF THE

TRAINING DIVISION

CSCRTC, CAMP CROWDER, MO.

Herbert L. Jackson

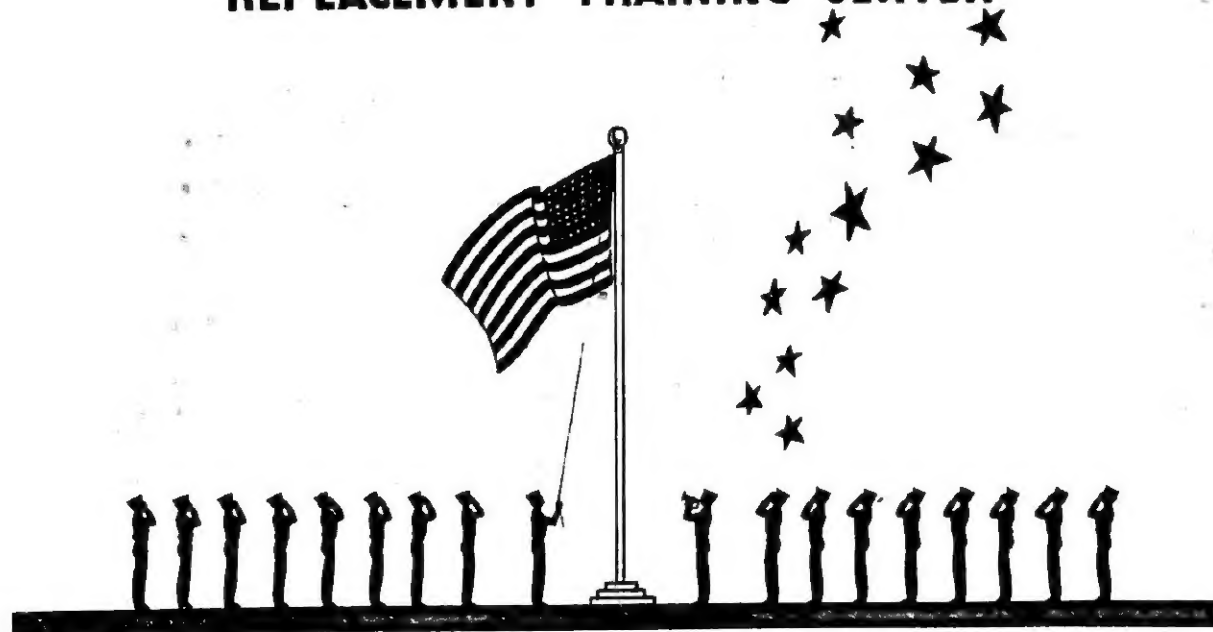
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from reveille to retreat

AT CAMP CROWDER

YOUR GUIDE TO THE CENTRAL SIGNAL CORPS
REPLACEMENT TRAINING CENTER



So this is **CAMP CROWDER**

Your home for the next four weeks or more will be the Replacement Training Center. Right now you are probably more or less confused about the whole thing--that's perfectly natural. During the past few days your life has been radically altered. You are not quite sure where you are going or why you are here. But sooner than you think you'll find Army life is more simple and logical than it first appears. You don't have to be a superman to become a good soldier. If you'll just "keep on the ball" (a phrase you'll hear very often), the Army will give you every opportunity to demonstrate your abilities.

The first part of this booklet will help you to become more familiar with your new surroundings. In it you will find all sorts of information--from the reasons you were assigned to the Signal Corps to the location of the nearest movie theatre. The second part will serve you as a combined notebook and text for the next four weeks. Keep up with your assignments and you'll gain an Army education almost painlessly.

WHY YOU WERE SENT HERE: You were assigned to the Signal Corps and sent to Camp Crowder on the basis of a series of tests and an interview given you at the Reception Center. Although you may not possess a specific technical background for the Signal Corps, you demonstrated your ability to absorb Signal Corps technique in a minimum amount of time.

No one expects you to be a mental giant. This is a school. You will first be taught those things that every soldier must know, no matter what his branch. After your four week basic period is completed, you will probably be assigned to a specialist training section.

The Army is just as anxious as you are to find the job for which you are best suited, because you will be most efficient in doing what you like.

Soon after your arrival here you will again be tested and interviewed. The first test will be in code aptitude, which will determine how easily you can learn the International Morse Code. The second will be a General Electrical Information Test which will estimate your general knowledge of electricity. Finally, you will be interviewed, to find out just what you did in civilian life--and that includes your hobbies. (Be sure to read the paragraphs entitled "Specialist Training Sections," so that you'll know what the interviewer is talking about.) You will then be assigned to a specialist training section on the basis of your civilian experience, the scores you made on the various tests and the Army's quota of specialist requirements.

Naturally, it is to your advantage to cooperate with the procedure in every way that you can. You will find below a list of the specialist training sections in the Replacement Center, with an explanation of the type of training offered by each one. Read it over and choose tentatively the one for which you feel best suited, with several alternate choices. Thus, when you are interviewed, you can discuss your assignment intelligently, and the man interviewing you will do his best to help.



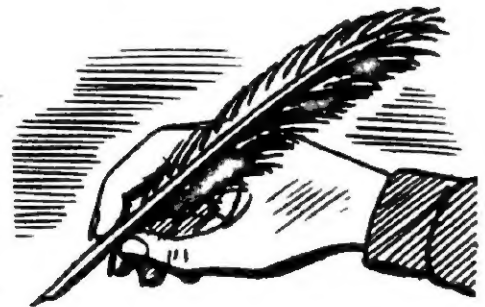
MESSAGE CENTER TRAINING SECTION:

From this section come trained Messengers, Message Center Clerks, Code Clerks, and Teletypewriter Operators trained in Message Center procedure.

Messengers, who must be skilled in scouting methods, as well as accomplished vehicle operators, deliver the messages which unite the various elements of an army. Message Center clerks service messages and keep necessary records. Code clerks encode and decode "Restricted", "Confidential", and "Secret" messages and use cipher devices. Each clerk is trained as a potential Message Center chief, capable of supervising the operation of the Message Center and of choosing the means by which messages will be sent.

CLERK TRAINING SECTION:

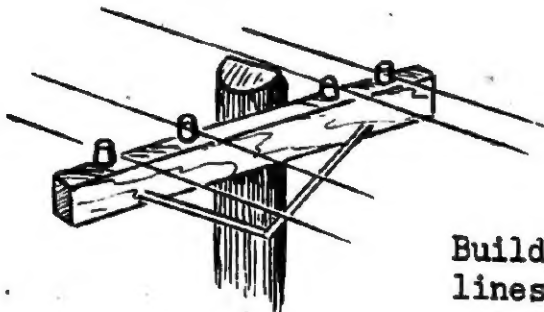
All branches of the Army, including the Signal Corps, require clerks to perform a great variety of duties. If your civilian experience included clerical work, you may be assigned to this section. The schedule here includes courses in typing, correspondence and filing, company records and reports, and similar subjects. Your company clerk, supply sergeant and first sergeant were all given this type of instruction.



COOKS TRAINING SECTION:

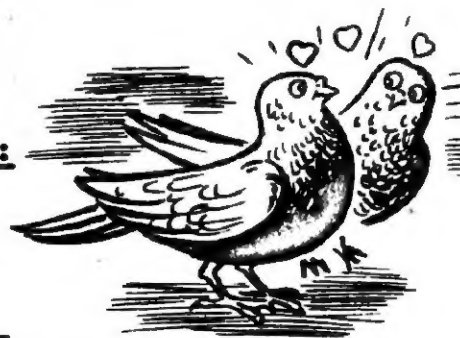
If you are fascinated by food (and who isn't?), this section will show you how to prepare it in an

appetizing G.I. manner. Army cooking presents many problems, but by the time you've finished the course, you'll be able to solve them all. One out of six graduates of this section becomes a mess sergeant, a job with prestige and responsibility. Civilian experience is desired but not required.



WIRE TRAINING SECTION:

Building, operating and servicing of wire lines between various units is an important Signal Corps function. Personnel trained in wire work is drawn from the civilian ranks of electrical or telephone company employees. The section trains electrical draftsmen, field linemen, pole linemen and telephone switchboard operators.



PIGEON BREEDING AND TRAINING SECTION:

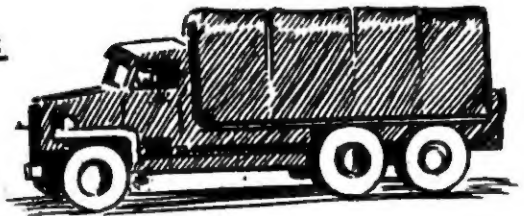
In spite of the elaborate communication devices used in modern warfare, pigeons are still used extensively to carry messages. In the Pigeon Training Section, "Pigeoneers" are trained for this specialized work. The course includes instruction for each man in selecting stock birds, mating, breeding, and training of the young pigeons in carrying messages. Previous experience with pigeons, especially in organized pigeon racing, is a requirement for admittance to this section.



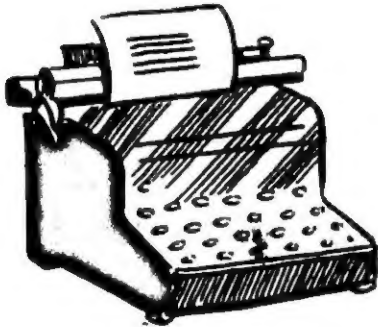
RADIO TRAINING SECTION:

Even though you know nothing more about radio than how to work a push button dial, you may be a potential radio operator. At the beginning of the course, the code seems pretty tough, but suddenly a great light dawns and the whole thing comes easily. Radio operation is one of the most exciting opportunities the Signal Corps has to offer.

MOTOR TRANSPORT TRAINING SECTION:



If you know how to drive well or were an auto mechanic as a civilian, this section will be right in your line. It trains men to become either Army drivers or repairmen. The courses are thorough and exacting, but once you've mastered them, they'll prove invaluable on your return to civilian life.



TYPIST AND TELETYPIST

TRAINING SECTION:

The Typist and Teletypist Training Section was established to train men selected from the Clerks Training Section and Message Center Training Section in Touch Typing. This section also trains men selected from the Message Center Training Section in Teletypewriter Operation.

FILL IN THE FOLLOWING BLANKS BEFORE YOU GO TO BE INTERVIEWED. IT WILL HELP YOU GET THE CLASSIFICATION YOU WANT AND THE ARMY JUST THE SPECIALIST IT NEEDS.

Grammar School: (Name and location; number of years attended; year of graduation): *Consolidated Grade School, Richfield Kansas, attended eight years - graduated in 1935,*

High School: (Major subject or specialization. Other subjects in which you were particularly interested, especially sciences):

Elkhart Highschool Graduated in four years year 1939. Physics and Mathematics, also commerce

College: (Major subjects; degree, etc.):

Kansas State Teachers College, Emporia, Kansas B.A. Degree in 1943. Major: Physics, Mathematics

Minor: French.

Post Graduate Work:

None

Night, Trade, Or Business School:

None

Main Occupation prior to entering Army (years at it; weekly wage; degree of skill; name and address of employer; just what did you do?):

Student - entered army on completion of training. Taught physics laboratory two years in college. [S.W. Cram Ph.D. Head of Dept. 1620 Sherwood Way Emporia Kan]

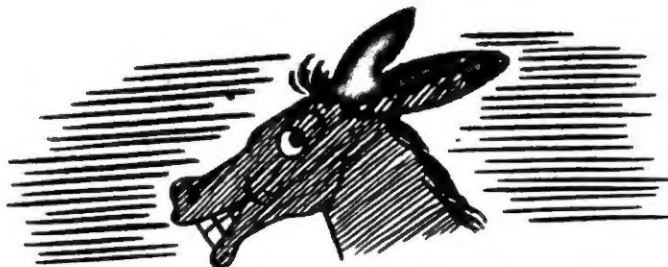
Additional Occupations:

Son of farmer. Farmed for myself to earn college money.

Hobbies: (Especially radio, photography, cryptography, anagrams, puzzles, etc.):

Previous Military Experience: (Regular Army, National Guard, ROTC, Etc.):

None



SOME FACTS ABOUT CAMP CROWDER

You have been assigned to the largest Signal Corps Training Center in the United States. It received its' name from General Enoch Herbert Crowder, a Missourian, who drafted the first Selective Service Act during the World War. General Crowder also served as Judge Advocate General, the highest position in the legal department of the Army, and as Provost Marshal General.

Camp Crowder covers an area of several thousand acres of former farm land and is made up of three main units. They are:

1. REPLACEMENT TRAINING CENTER: The Replacement Center is where you are now stationed, and where you will receive your basic and specialist training. You have been assigned to either the Sixth or Seventh Regiments, which are for the most part Basic Training Regiments. The Eighth and Ninth Regiments are composed mostly of men in specialist schools. Also in the Replacement Center is the 38th Battalion, a separate organization, the majority of its personnel being assigned to the Cooks Training Section.

2. CENTRAL SIGNAL CORPS SCHOOL: This school, located across the camp in what is usually called "the new area," features courses in advanced communication. You may be sent there for more training after you have completed your specialist course in the Replacement Center. Graduates include men skilled in cable splicing, radio repair, telegraph maintenance, power control, wire supervision, central office repair, switchboard installation, high speed radio operation, fixed radio station operation, radio interception operation, radio intelligence control, or teletypewriter installation.

3. UNIT TRAINING CENTER: The Unit Training Center was activated to coordinate specialists into a working team. Replacement centers and specialist schools train the individual soldier to become proficient in his line, but it is the work of the Unit Training Center to teach him to work with other specialists as a unit. The Central Signal Corps Unit Training Center was formed early in 1942, the first of such agencies to be created in the Signal Corps.

The Unit Training Center activates separate companies and battalions. It supervises their organization and schedules, which are primarily team and unit training. It advises and schools officers of the subordinate units, and inspects and makes certain that each organization is prepared to fulfill its mission before leaving for a Port of Embarkation.

Besides these three principal organizations, there are also stationed at Camp Crowder some Second Army and Seventh Service Command units, including Quartermaster, Medical, Engineer, Ordnance, Signal and Women's Army Auxiliary Corps.

You and your Company

Life for the enlisted man centers around his company area, which includes the company headquarters, several barracks and a mess hall. It is under the command of a captain or first lieutenant, assisted by several commissioned and non-commissioned officers. If you think of the company as your family or your town while you are in the Army, you will understand what an important part it plays in your military career.

You will discover very soon after your arrival here that most of the varying types of Americans will turn up, sooner or later, in the squadroom of your barracks. Some of them will be easy to get along with, some pretty difficult. But without any flag-waving or patriotism involved, you can see for very practical reasons that it is best to cooperate with all of them as much as possible. Their backgrounds and likes and dislikes may be utterly different than yours, and some of their habits may seem strange, comical, or even disgusting to you. But try to remember that the Army is new and strange to them, too, and that they are just as anxious as you are to get the job finished and return to their homes. No soldier need ever be lonesome after his first few days in the Army -- it's up to you to make friends, and you'll find plenty of good ones in your company.

COMPANY COMMANDER: He is your "boss" in the Army sense of the word. It's a give-and-take proposition on both sides. You're expected to obey his orders, and he is expected to protect your interests and help you whenever he can. He is readily accessible to you when you have something important on your mind -- but don't bother him with trivial matters. Before speaking to him, get your first sergeant's or platoon commander's permission. Incidentally, learn how to report to an officer in the correct manner--there are orange-colored cards posted in prominent places around your company area which will tell you how. Remember, no enlisted man has ever been reprimanded for being too "G.I." in the presence of an officer.



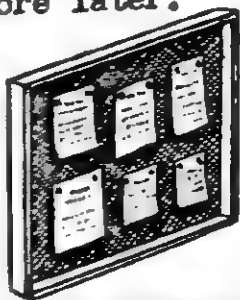
COMPANY OFFICERS: Your company commander will usually have four or five officers assisting him in your training program. Four of them command platoons and the fifth handles company administration.

Your platoon commander, a lieutenant, is responsible for carrying out the company commander's orders concerning your training schedule. He will supervise the vitally important beginning of your Army career. Learn to know him and cooperate with him---it's to your advantage to have a good foundation of primary soldiering before you begin your specialist training.



CADRE: Made up of the "non-coms" permanently attached to your company, these men have had much experience in handling new soldiers. Perhaps you may feel that at times they want too much of you, that they expect you to absorb information too rapidly. Just try to remember that of all the shortages which confront us in this war, the shortage of time is the most pressing of all. The speed with which you correctly absorb your training will be reflected in the shortening of the war, and these men are trying to teach you rapidly and accurately with that end in view.

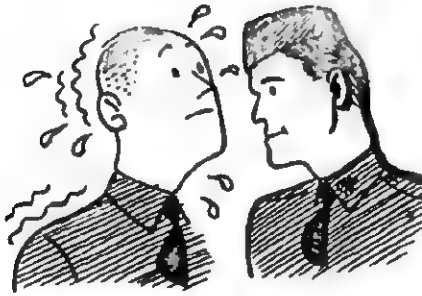
COMPANY HEADQUARTERS: The first sergeant and company clerk are in the orderly room, or front office, of the company headquarters building, and the company commander's office is located in the front of the same building. In the center of the building is the supply room, where you'll be issued the rest of the equipment coming to you. In the rear is the dayroom--of which more later.



BULLETIN BOARD: Notices which apply to you are posted on the bulletin board which is usually placed in front of the orderly room. Check on it two or three times a day--an excuse of "I didn't see the bulletin" simply isn't accepted.

HOUSEKEEPING: The self-service principle invented by cafeterias has been wholeheartedly adopted by the Army. It begins with bedmaking and continues with a surprising variety of tasks, including sweeping and window cleaning. Your social life is sure to include a "G.I. party"--usually held on Friday nights, and featuring brooms, brushes, mops and other dirt-dispersing devices. Low men on the inspection lists are presented with "gigs," a military award which involves tasks which are not usually pleasant, but always necessary.





SATURDAY INSPECTION: One of the most important formations of the week is the Saturday inspection, when you will be inspected by the company commander. His scrutiny of your equipment and your person will extend even unto your ears, so

make certain that the extra tonnage you have acquired in the form of Missouri soil is gone down the drain and far away ere you fall out for the weekly once-over. Surrender your excess hair to the PX barber, make your shoes like mirrors, check on your finger-nails, see to your creases and you'll probably do all right.

CLOTHING AND EQUIPMENT: Whatever clothing and equipment was not issued to you at the Reception Center will be supplied by your company. Mark it with your laundry mark or name, and mark it well, because there is nothing so anonymous as an unmarked G.I. garment, and any other soldier your size could use your shirt or trousers. All the tears you can muster will not talk a supply sergeant into a free replacement, and you will pay for what you lose. Clothing is marked on the inside of each garment with the first letter of your last name and the last four digits of your army serial number, and ink or indelible pencil must be used. Don't mark your web or canvas equipment while you're in the Replacement Center--it is considered company property, but hang on to it all the same.



DUTY ROSTER: There is a certain amount of work in the company which must be done, and in line with the Army's "share the job" program, you and your friends are just the ones who can do it. You're guaranteed a square deal by the "Duty Roster," which rotates the assignments.

KITCHEN POLICE: Boiled down, this is "K.P.," which you've heard so much about. It's something not particularly pleasant which must be done, but don't let it frighten you. Do a good job, don't forget it is your mess. You will draw it, on the average, not oftener than once a month, which isn't a great deal to ask in payment for the amount of chow you're consuming.



When you are due for K.P., you'll be notified via the bulletin board. The night before you go on duty you will place a white slip of paper under your footlocker (in some companies K.P. slips are handed out at the Orderly room) and, come the dawn, the Charge of Quarters will summon you to your tasks.



BARRACKS ORDERLY: This duty makes you responsible for the condition of your barracks throughout the day, but it doesn't relieve the other men from patrolling their own beats as far as cleanliness is concerned. The rest, including cleaning the latrine, is up to you. Taking turns at this job permits each soldier to acquire a maximum amount of training.

FATIGUE: From time to time, your company must help the battalion and the regiment get their work done. (A battalion is made up of a number of companies, a regiment of several battalions.) The duty roster sees that you don't do more than your fair share of fatigue detail.



GUARD: The guard roster is similar to the duty roster, and periodically your company will be called upon to fulfill its requirements. This duty calls for alertness and reliability, and the training you receive in "walking a guard" here will help you when you do it under battle conditions.



DAY ROOM: Located in the rear of your company headquarters building, this is your combined living and recreation room. You'll probably be surprised at how completely and comfortably it is equipped. You can read or play pool in it, or talk with your friends, but remember to keep it "just like home" by holding noise and roughousing to a minimum.



Did you ring Sir?

"This is the Army, Mr. Jones," and you may not rate all the conveniences to which you were accustomed before you put on olive drab, but there are many personal services around camp which are just as the ones you used in New York or Seattle.

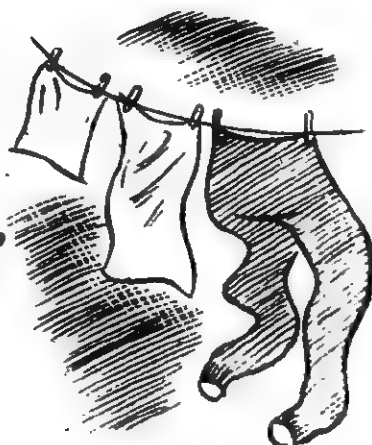


POST EXCHANGE: By this time you're referred to the big "Five and Dime" store in your area as the PX. It stocks practically everything you'll need while in camp that the government hasn't already issued you. It carries a large assortment of merchandise that is hard to get "on the outside," and usually at much lower prices. There's a soda fountain and lunch counter to help you stave off starvation between the king-sized meals you'll find in your mess halls.

In each PX you'll find a large barber shop, completely equipped and offering haircuts at low prices. However, any PX barber will give you the full treatment at the drop of a hair, so if you shoot the works you have only yourself to blame.

Right across the hall from the barber shop is the cleaning shop, which helps you keep your O.D.'s and suntans spick and span. The cleaning shop supplies as rapid service as possible, and prices are very reasonable.

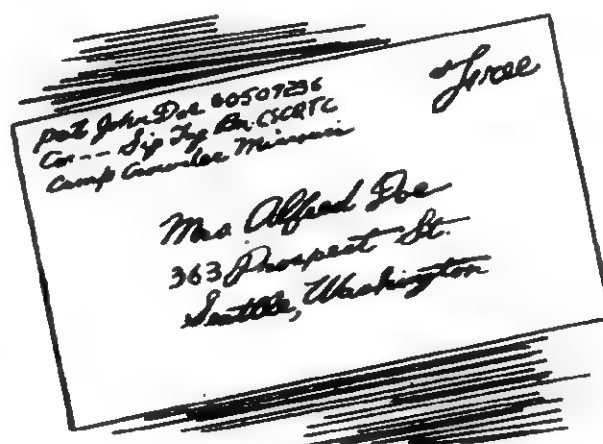
LAUNDRY: The Quartermaster Laundry will call for and wash every week all the clothing you wish to send (G.I. shoes excepted) for the nominal fee of \$1.50 per month. All you have to do with the clothes is get them dirty, fill out a laundry slip which will be given you, and deposit them at the appointed time and place. Your bulletin board will tell you where and when. Incidentally, the \$1.50 is painlessly extracted from your paycheck, so there is no haggling with Yick Lee over prices.



Army footwork will in time wear down even the iron clad soles of G.I. shoes. When they approach the danger point, turn them into your supply room for repair, and they'll soon be returned to you in robust health and it won't cost you a nickel.

POST OFFICE: The main Post Office is across the street from Post Headquarters, near the flagpole on the west end of the parade ground. It handles money orders, checks, registered mail and packages. It's open from 8 a.m. to 8:30 p.m. through the week, and from 8 a.m. until noon on Sundays. There's a branch Post Office in Bldg. No. 3543 in the Central Signal Corps School area which is open from 11:00 a.m. to 8:30 p.m. on weekdays and is closed on Sundays. Use either of these for money orders, treasury checks, registered mail or packages. War stamps and bonds are sold at the main office.

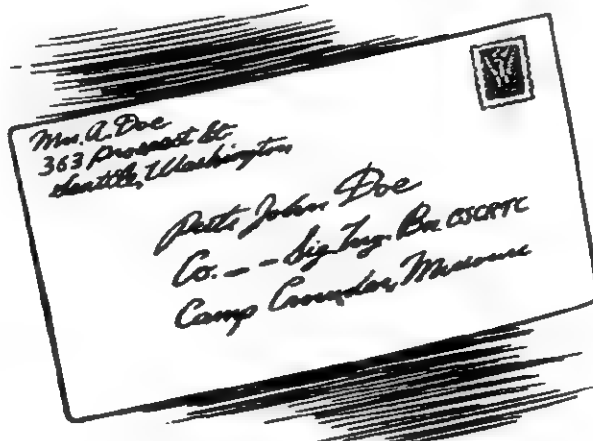
MAIL FOR FREE: The franking privilege is yours where first class mail is concerned. That doesn't mean that your civilian friends or relatives can use it. This is how an envelope should be addressed to have it sent free.



Be sure to write "Free", your name, and Army Serial Number in your own handwriting--otherwise the letter will be returned to you. And by the way--use V-Mail forms only when writing to men in the armed forces who are serving OUTSIDE the limits of the continental U.S.A. These forms aren't to be used when writing to your friends or family back home.

LETTERS FROM HOME: Incoming mail will be delivered to your company, in charge of a mail orderly. You can pick it up twice a day--at noon and in the evening. Listen for the whistle for mail call. For your outgoing correspondence, each company has a mailbox.

Be sure that your correspondents know and use your correct address--if they don't, your mail is sure to go astray, resulting in frayed tempers and lowered morale. This is how a letter to you should be addressed.





THE MESSAGE: The Message is your weekly newspaper, distributed each Thursday. Look for it--you'll find news of camp which will interest you. There is a reporter in each company. If something of interest happens to you or your buddies, tell him about it, and he will submit it for publication.

TELEPHONE AND TELEGRAPH SERVICE: You'll find telephones for calling out of camp at the Service Clubs and the P.X.'s. Most of the long distance lines are overloaded, due to the many war messages which must go through, so try to keep your calls at a minimum. There is a telegraph office next to the Post Headquarters building, open twenty-four hours a day, where you may send or pick up telegrams and telegraphic money orders.



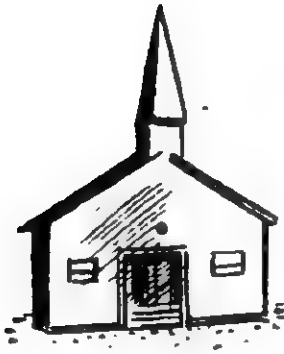
TRANSPORTATION: There are no free rides while you're in the Army, unless it's on government business. This means that hitch-hiking isn't tolerated, and if you're caught doing it, you'll be in trouble.

When you walk on the highway, keep on the left side, so that you are facing approaching traffic. Be sure you don't take any chances at night, because your uniform blends with the scenery.

Private automobiles--these are permitted but not encouraged. When you have finished your training here, you will be moved via government transportation. You will be here such a short while that a car may be more trouble than convenience.

If you do have your car at camp, remember:
It must be registered with post authorities in accordance with post regulations. It must be in good condition and well covered by public-liability and property-damage insurance.
Posted speed limits are rigidly enforced.
You can park only in areas marked for that purpose

Bus service: Busses to Joplin, Neosho and Carthage run on schedules through the Replacement Center. The Crown Coach Company has its station at the rear of Service Club No. 1, on Doniphan Drive. The Joplin Public Service Company busses stop at Service Club No. 2 and there are other stops scattered throughout camp. Your bulletin board carries schedules for both systems. If you're in the chips, taxi service is available.



CHURCHES: There is a chapel in each regimental area, and you will find services of your denomination held each Sunday and during the week there are various activities which will be of interest to you. There is always at least one chaplain on the post, ready to help you solve your problems--and he can accomplish much more for you that can't be done by other agencies.



On your own time

Your off-duty hours at Camp Crowder never need be boring or lonely, for this post boasts some of the most elaborate recreational facilities for G.I.'s in the nation. On your own time, you can do anything from playing basketball in the huge Field House to brushing up on Shakespeare in any of the three large libraries.

SERVICE CLUBS: Social life in the Army--and you can find plenty of it without leaving the camp area--centers around these buildings. There are three of them at Camp Crowder; Nos. 1 and 2 are more pretentious than No. 3, but all of them specialize in comfort and entertainment. If you're musically inclined, play the piano; letter writing de luxe is a balcony feature; Clubs 1 and 2 are building up record libraries of good music which you can hear in special rooms; and if your specialty is just plain loafing, there are many comfortable chairs and davenports in the lounge.

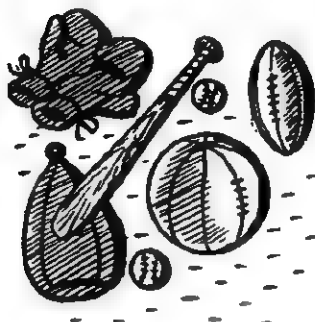
When hunger creeps up on you, head for the cafeteria or the soda fountain. If you wish to throw a small party, hostesses at the two larger clubs will even arrange to have dinner served on the balcony.

The club libraries are really something. No matter what your idea of good reading, you'll find it on the shelves, whether it be books, magazines, or newspapers from the major U.S. cities. There is fiction both classical and modern, for relaxation, and lots of technical information if you want to extend your education. You can read books in the comfortable library itself, or check them out on a card.

Dances are held at least once a week in each club, and you're invited to enjoy them. The girls you'll meet at them are from Joplin, Carthage and other nearby towns. They give their time to help you enjoy the Army, and they're just like the girls you left behind, so treat them as such. Occasionally, "closed dances" are held, which means an organization takes over the ballroom exclusively for the evening.

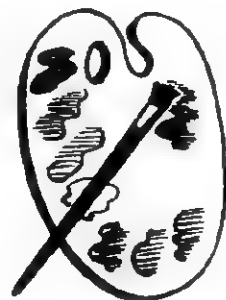
Service Club hours are from 10:00 a.m. to 10:00 p.m. through the week.

GUEST HOUSES: Next door to each Service Club is a building with accommodations for your family or friends when they come to see you. Charges are nominal, and the rooms are clean and well furnished. Be sure to make reservations very early, because the waiting list is long. Consult the Service Club hostess as soon as you know you are going to have visitors.

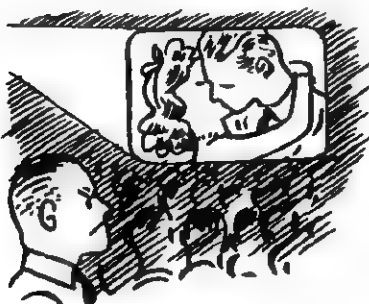


ATHLETICS: There is space and equipment for practically every favorite American sport in the Replacement Center, and your company and battalion has an athletic schedule in which you are encouraged to participate. Bldg. 104, across the street from the main Post Office, is the Field House, where you can work out if you wish to increase your muscle quota. Boxing, wrestling, and basketball games are presented regularly, and you are urged to attend these events.

ART WORKSHOPS: If you have artistic leanings, you are invited to use the facilities of the two Artist's Workshops, located in Bldgs. 1274 and 3675. They're open from reveille until taps, and materials for work in all mediums are supplied without cost.



RECREATION HALLS: These comfortable buildings are like your company dayrooms, but on a more lavish scale. There is one for each regiment. You'll find all sorts of games, books and magazines, and very often there are movies and stage shows featuring regimental talent. Lights are on until 11:00 p.m.



THEATRES: There are five G.I. showhouses on the post, and one is sure to be within striking distance of your barracks. Soldiers have a sort of unofficial priority on films, so you're likely to catch the latest musical or melodrama long before the home folks see

it. There are two complete shows every night and two matinees on Sundays and holidays. Admission is fifteen cents, but you can save by buying a coupon book holding ten tickets for \$1.20. The Message and weekly bulletins will keep you hep on the schedule.



HOBBIES: Don't let your hobbies go to seed in the Army--you can probably continue them (unless you were breeding polo ponies or raising orchids.) But if you are musically inclined, if you want to learn more about ball-room dancing, chess, or photography, you'll find plenty of other fellows already organized into clubs which will help further your particular interest.



Is There a Doctor in the house?

If you become ill at any time, there are ample facilities at the Station Hospital and the regimental dispensaries for handling anything from a hangnail to an appendectomy. Your health in the Army is checked on much more rigidly, in all probability, than it ever was in civilian life.

Each morning your organization has a sick call, when those men who feel under the weather report to the orderly room, where their names are entered on the sick book. A "non-com" will then take them to the dispensary. If it's an emergency, report to the orderly room at any time, but don't go to the dispensary or hospital direct--those responsible for you must always know just where you are.

At the dispensary, your minor aches and pains, such as blistered heel or an upset stomach are cured.

The hospital is for real cases of illness and for men requiring special treatment. It is staffed by the cream of former civilian surgeons and physicians. If you're going to stay awhile, take some money, smokes and personal toilet articles along--Uncle Sam provides everything else.

Each dispensary has a prophylactic station, and there are also stations in Neosho, Joplin, and Carthage. The Army disapproves of carelessness in sex matters; if you are incapacitated with a Venereal disease, you will lose your pay for the time you are off duty and you will make up the lost time before you are discharged. So if you have to look for trouble, take no chances; find out first where you can be safely treated later. Remember that the green light means safe treatment.

Inoculations to ward off typhoid fever, tetanus, and smallpox will be given you soon after your arrival here. Don't worry about "shots"--they aren't half as bad as "veterans" of two or three weeks in the Army would have you believe.

For the first 14 days after induction you'll be placed in quarantine, which isn't as bad as it sounds. You won't be confined to your barracks--you can even go to the PX for necessities. But you cannot go to the movies or leave camp. It's a safeguard for the health of the rest of the men here, so don't gripe about it--they had to go through it too.



This and That

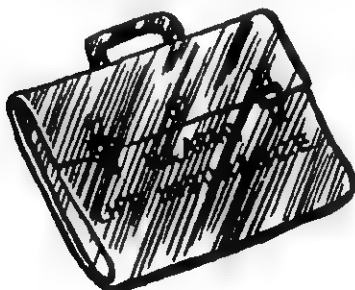
A few subjects which are important to you but aren't easily classified follow.

There are certain things you will want to know, so don't overlook the next few paragraphs.

PAY: An Act of Congress has made you one of the highest paid soldiers in the world. As a Private you will receive \$50 per month, payable on the last day of each month, when you will line up for pay call and receive the cash from your company commander. Each step upward in the Army is of course accompanied by a pay raise; for instance, when you are promoted to Private First Class you will draw \$54 per month.

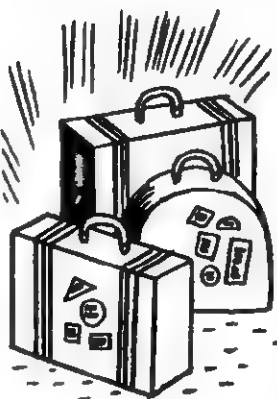
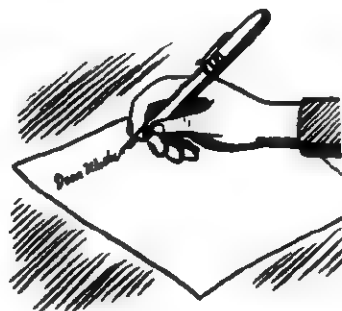
PASSES: Your company commander will decide whether or not you are entitled to passes or furloughs. After you have completed two weeks of basic training you are entitled to ask for a Class "B" Pass authorizing you to be absent from the post on Sundays and holidays and after retreat UNTIL TAPS when you aren't on duty. It must be picked up and returned to the orderly room as you come and go. This Class "B" Pass authorizes you to visit points within a radius of fifty (50) miles from Camp Crowder and within the Seventh Service Command only.

You may rate a Class "C" Pass from the C.O. (Company Commander) if your general behavior is good and if you are not slated for duty. This Pass authorized you to visit points at a distance greater than fifty (50) miles from Camp Crowder and to points outside the Seventh Service Command. Except in cases of extreme emergency at home, you won't get three day passes or furloughs during your training period--training must come first. You may apply for them when you join your permanent organization.



INSURANCE: The Army provides the best insurance obtainable for you. Cost depends upon your age, but rates are far below those paid by civilians. Don't delay in taking out insurance within a very short time after your arrival here. Things start happening fast after you leave the Replacement Center, and if you have to take another physical examination (you must if you — don't apply within 120 days from April 12, 1943), your outfit may be on its way overseas with you unprotected by insurance. You owe it to your family to take every precaution possible as a soldier, and government insurance is the best way to do so. See your first sergeant or company clerk for more information.

LETTER WRITING: Write home often, but keep military information out of your correspondence. Don't get too descriptive about the training program or other military affairs; your friends and relatives are primarily interested in you, personally, anyway.



GUESTS: If your relatives or friends come to Camp Crowder, ask your C.O. to send a pass for them to the gate. See that it arrives there in plenty of time, so there will be no hitches when they arrive; they can't get in without a pass. Tell them to go to the information desk at Service Club No. 1, on Doniphan Drive, where a clerk will look you up. While they're waiting, they're welcome to use the club's facilities.

PHOTOGRAPHY: If you want to use your camera on the post, you must have a permit, which you can get from your orderly room. Attach a small photograph of yourself (a close-up) and return it to your C.O. for his approval. It is then forwarded through channels to the Post Public Relations Officer for final approval.

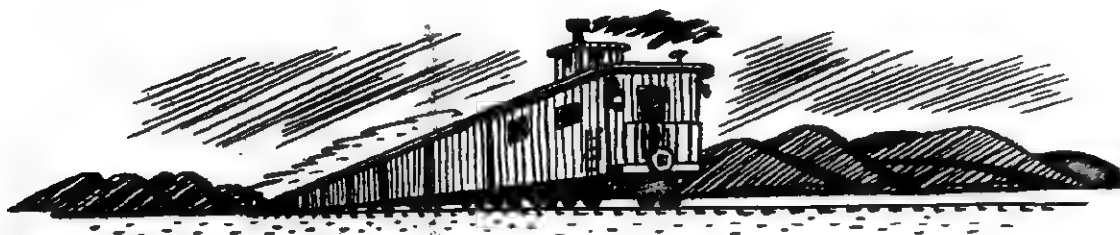


TAKE NO PHOTOGRAPHS WITHOUT THIS PERMIT. It is part of the M.P.'s duties to check on camera permits, so be sure to have yours with you when doing any snapshotting. Again, don't photograph anything which might be of interest to the enemy.



CIVILIAN CLOTHES: You can forget about stuff cuffs and rear pleats for the duration...your "civvies" are salted away until the next Armistice Day, and that includes passes and furloughs, too.

CHECK CASHING: If you must cash a check, take it to the orderly room for the C.O.'s endorsement (and be sure it won't bounce.) PX No. 4, near Theatre No. 2 on Laclede Avenue will cash it, if it is for not more than \$50.



AND IN CONCLUSION

There are some things in the Army that no one can teach you --you'll just have to prove them to yourself. But here are a few suggestions which aren't exactly "G.I.," but which will help you get along with men and women in uniform and civilians alike.

Take pride in your company--it really pays off. Unless you get used to working with other enlisted men and officers as a team, you will not only be of less use in an actual combat area, but you increase your chances of staying overseas for good... Don't get tough with the M.P.'s when they tell you to do something, or not to do it. They have the muscles and authority to enforce their requests, if necessary...don't try to dominate barracks bull sessions with a history of your troubles in and out of the Army; your buddies have had disappointments, too...treat the WAACs with the respect they deserve--remember, they enrolled because they want to help win the war. Nobody drafted them. Date them (if you can), but see that they are back when they are supposed to be; they are subject to discipline just as much as you are...When you're in town, keep out of trouble. Actions which bring "disgrace to the uniform" are dealt with severely. Just remember that you were sent here for training which will help win the war.

BASIC NOTES

(Clem Chowder Edition)

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This is your book, soldier. It contains much information that will be helpful and vital to you during your Basic Training. But it is more than a text book or manual. It is a notebook, designed to help you in becoming a good soldier. You will find many exercises and practice pages included. There are spaces provided for jotting down notes and observations. Fill IN THESE exercises --- fill IN THESE blank spaces. From time to time your instructors will collect and check your work. Keep your notebook up to date, at all times.

This is your book. Guard it well and study it. Keep it with you. Remember -- what you learn today may well save your life tomorrow.

THE NEXT FOUR WEEKS ARE GOING TO BE CROWDED

-----they are going to be tough-----

but they are going to make you a soldier.

You will learn to



Drill



To Shoot a Rifle



To administer First Aid



To salute properly



and to take good care of your clothing.



You will go on hikes



and on scouting missions.



You will take your turn at K.P.



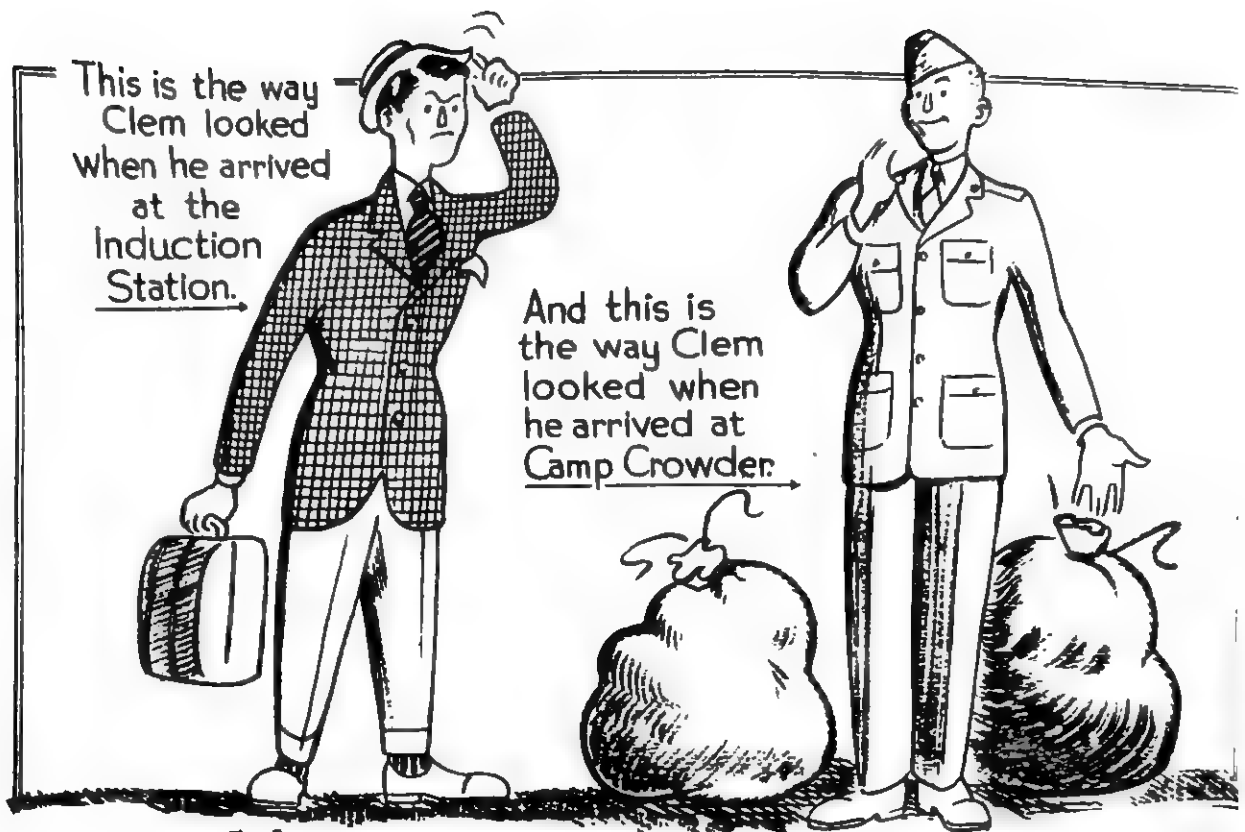
on Interior Guard Duty



and as Barracks Orderly.

You will learn how the Signal Corps operates as the eyes and ears and the communicating arm of our fighting forces. You will learn just where you fit into the picture and just what you can do to help win the war.

BUT before turning to the various Basic Courses (there are twenty-one--21--of them) let us pause for a moment to introduce to you---CLEM CHOWDER, who, like you, has just arrived at Camp Crowder.



You must admit Clem's quite a chap and he's going all through Basic Training with you. As we progress from course to course, Clem is going to march right along; suffering with you in your mistakes; sharing your successes.



Clem's Dad



Brother



'Sis'



Clem
Himself

Clem might have come from New York--from California or Illinois. He might even be a hill-billy from Missouri, or a Texas Cowboy. Probably he sleeps in the bunk next to yours. But where he comes from doesn't matter very much because Private Clem Chowder is in the Army now and he's doing his level best to become a good soldier.

You'll find Private Chowder on almost every page of this book----grinning at you. Clem usually learns things the hard way. Clem's a chow-hound, too, and has a fondness----an overwhelming weakness, for the opposite sex. And you'll also find that Clem's constantly in hot water. And yet, by the time that we have finished Basic Training, I have an idea that you're going to find that Clem will have developed into an expert soldier.

These Basic Notes are designed to help you. Fill out the questions; study the charts, diagrams and pictures. Laugh at Clem and profit by his mistakes.

By working hard and learning your job well, you will become a valuable man to the Signal Corps---and we need every valuable man we can find right now.

Good Luck---Soldier!

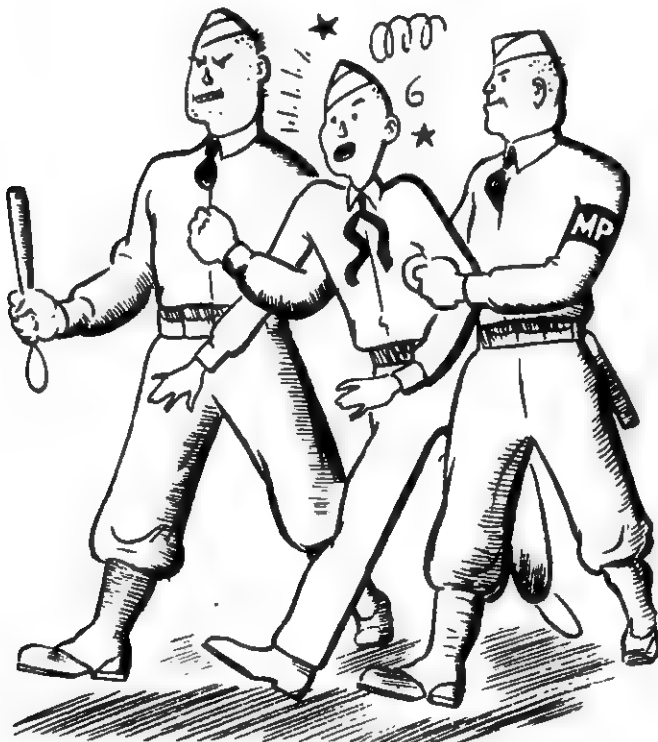
ARTICLES OF WAR

1. As long as our country is at war, the following crimes are considered capital offenses, that is, punishable by death or such other punishment as a court martial may decide:

ARTICLE AND OFFENSE

COMMENTS AND NOTES

A.W. 28, 58, 59: DESERTION



A.W. 28: Certain acts constitute desertion:

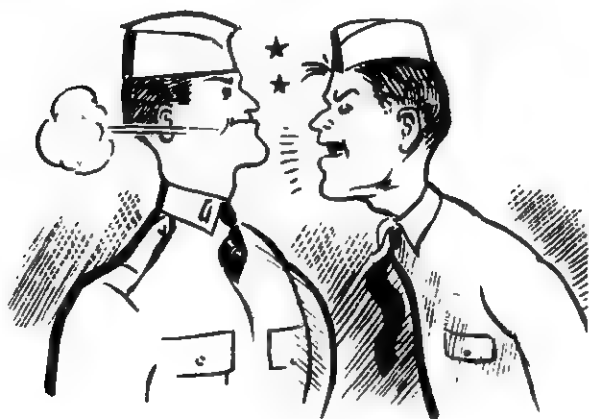
- a. Going AWOL to avoid dangerous duty.
- b. Going AWOL to avoid important service.
- c. Joining another branch of the Military Service, or a foreign army, without being properly released from the first connection.

A.W. 58: Desertion is going AWOL with intent not to return.

A.W. 59: Advising or aiding another to desert.



Federal law prescribes that all deserters lose their citizenship, or right to become citizens; they are forever incapable of holding offices of trust or profit under the United States.



A.W. 64: ASSAULTING OR WILLFULLY DISOBEYING A SUPERIOR OFFICER.

A.W. 66: MUTINY OR SEDITION.

A.W. 67: FAILURE TO SUPPRESS A MUTINY OR SEDITION.



A.W. 75: MISBEHAVIOR BEFORE THE ENEMY.



A.W. 76: SUBORDINATES ATTEMPTING TO COMPEL COMMANDER TO SURRENDER.

A.W. 77: IMPROPER USE OF THE COUNTERSIGN OR PASSWORD.

A.W. 78: FORCING A SAFEGUARD.

A.W. 81: RELIEVING, CORRESPONDING WITH OR AIDING THE ENEMY.

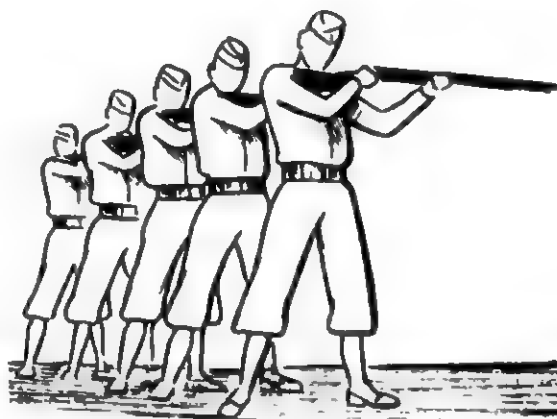


A.W. 82: SPYING FOR AN ENEMY.

A.W. 86: MISBEHAVIOR OF A SENTINEL.



A.W. 92: MURDER OR RAPE.



A.W. 75: Certain acts constitute misbehavior before the enemy:

- a. Running away from fighting scene.
- b. Giving false alarms.
- c. Ceasing to fight the enemy.
- d. Trying to get another to do any of these things.



A.W. 77: Includes:

- a. Telling password to those not entitled to know it.
- b. Deliberately telling another soldier the wrong pass word.

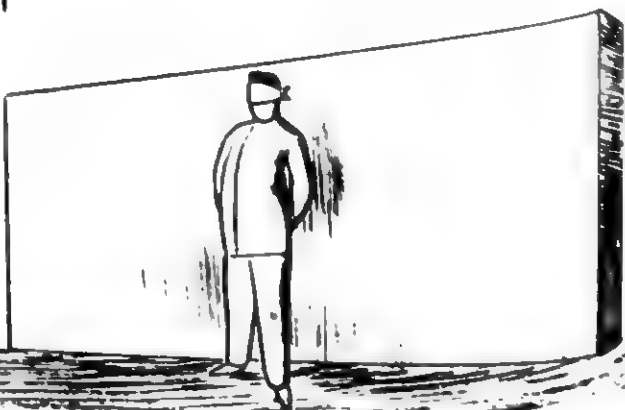


A.W. 82: Penalty must be death.

A.W. 86: Misbehavior of a sentinel includes:

- a. Asleep on a guard post.
- b. Drunk on a guard post.
- c. Leaving a guard post before being properly relieved.

A.W. 92: Penalty is death or life imprisonment.



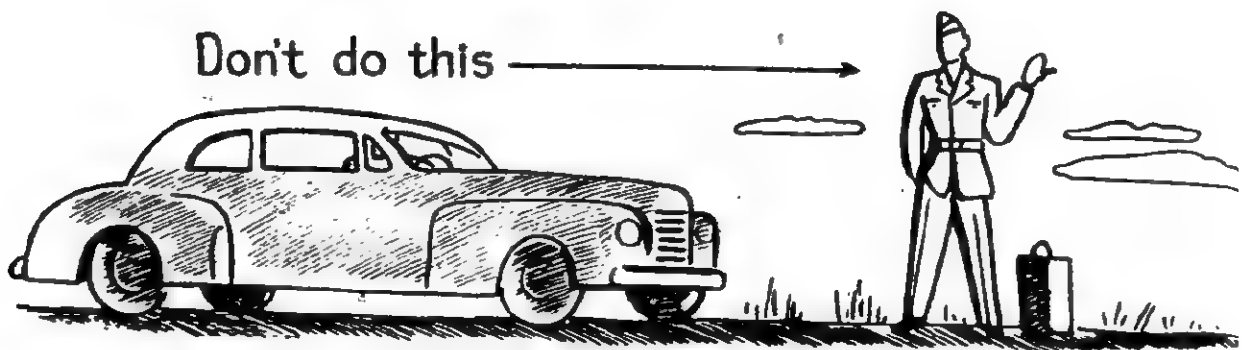
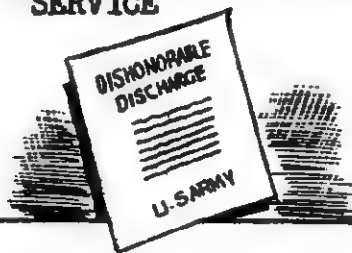
2. Other Articles of War apply especially to soldiers of the army and are listed below together with the maximum punishment for each:



	Confinement at Hard Labor not to exceed	Forfeiture of 2/3 Pay not to exceed
A.W. 54: FRAUDULENT ENLISTMENT	1 yr.	6 mo.
A.W. 61: ABSENCE WITHOUT LEAVE	(As the court may direct)	
A.W. 62: DISRESPECT TOWARD HIGH GOVERNMENT OFFICIALS	1 yr.	
A.W. 63: DISRESPECT TOWARD A SUPERIOR OFFICER	6 mo.	6 mo.
A.W. 65: INSUBORDINATE CONDUCT TOWARDS A NONCOMMISS- IONED OFFICER	1 yr.	
A.W. 68: REFUSAL TO CEASE DISORDER OR BRAWLING	3 yrs.	
A.W. 69: BREAKING ARREST BREAKING CONFINEMENT	3 mo. 1 yr.	3 mo.
A.W. 73: RELEASING PRISONER WITHOUT AUTHORITY	1 yr.	
A.W. 83: MILITARY PROPERTY: LOSS DAMAGE OR WRONGFUL DIS- POSITION	2 Yrs.	
A.W. 84: WASTE OR UNLAWFUL DISPOSITION OF MILITARY PROPERTY ISSUED TO SOLDIERS	5 yrs.	
A.W. 85: DRUNK ON DUTY	6 mo.	6 mo.
A.W. 90: PROVOKING SPEECHES OR GESTURES	3 mo.	3 mo.
A.W. 93: VARIOUS CRIMES; INCLUDING MANSLAUGHTER, ARSON BURGL- ARY, HOUSEBREAKING, ROBBERY, LARCENY, EMBEZZLEMENT, SODOMY AND ASSAULT	5-20 yrs.	
A.W. 94: FRAUDS AGAINST THE GOVERNMENT	5 yrs.	

3. The following Articles of War are of general interest:

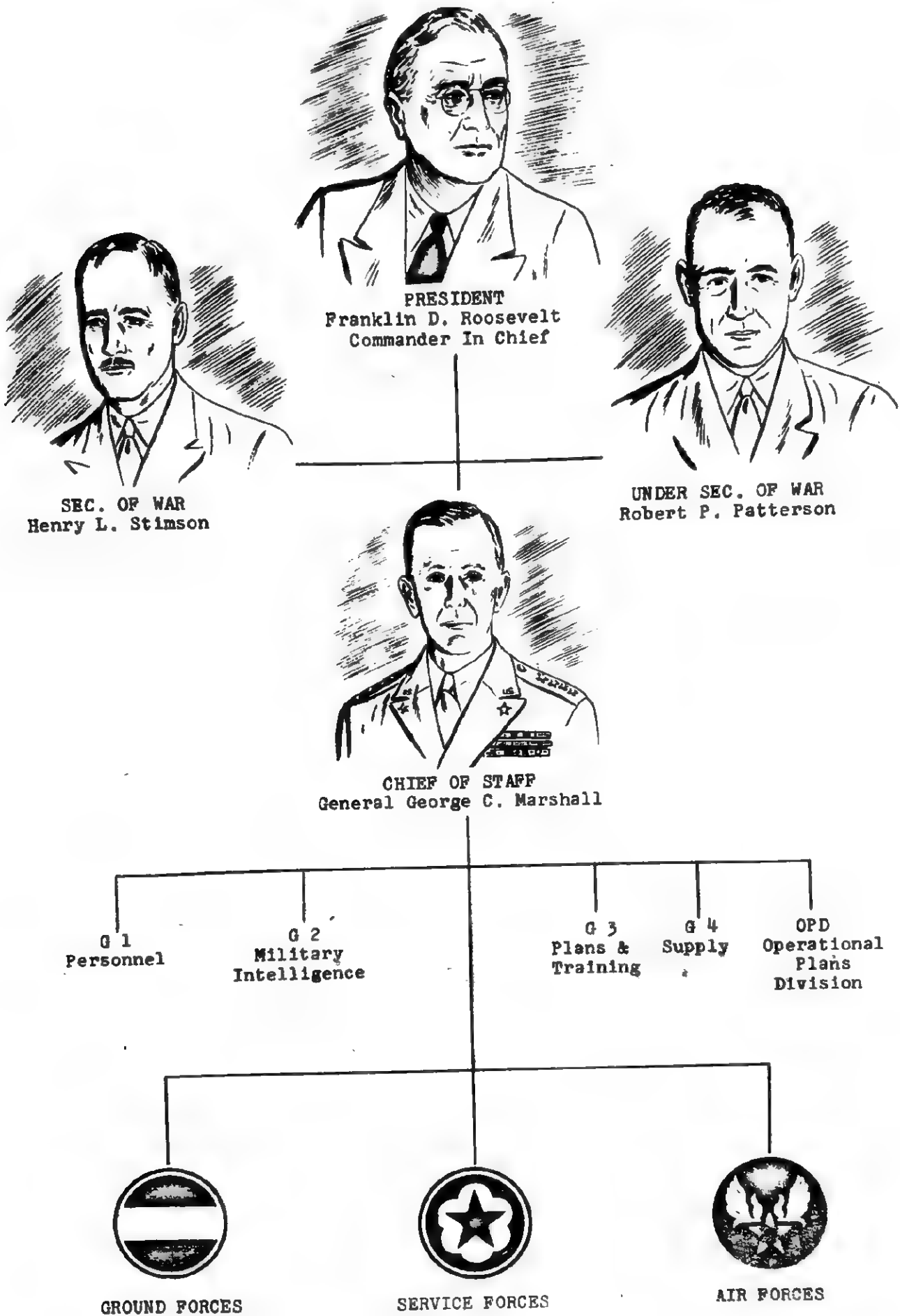
ARTICLE & SUBJECT	COMMENTS & NOTES
A.W. 96: GENERAL ARTICLE	A.W. 104: Punishment not exceed one (1) week.
A.W. 104: DISCIPLINARY POWERS OF COMMANDING OFFICERS.	A.W. 108: TYPES OF DISCHARGE
A.W. 107: SOLDIER TO MAKE GOOD TIME LOST	a. <u>Honorable (White)</u>
A.W. 108: SOLDIERS; SEPARATION FROM SERVICE	b. <u>Dishonorable (Yellow)</u>
	c. <u>Section - 8 (Blue)</u>
	d. <u>(stupid - had chance)</u>
	e. <u>Certificate of Disability</u>



4. The following Post Regulations must be enforced:

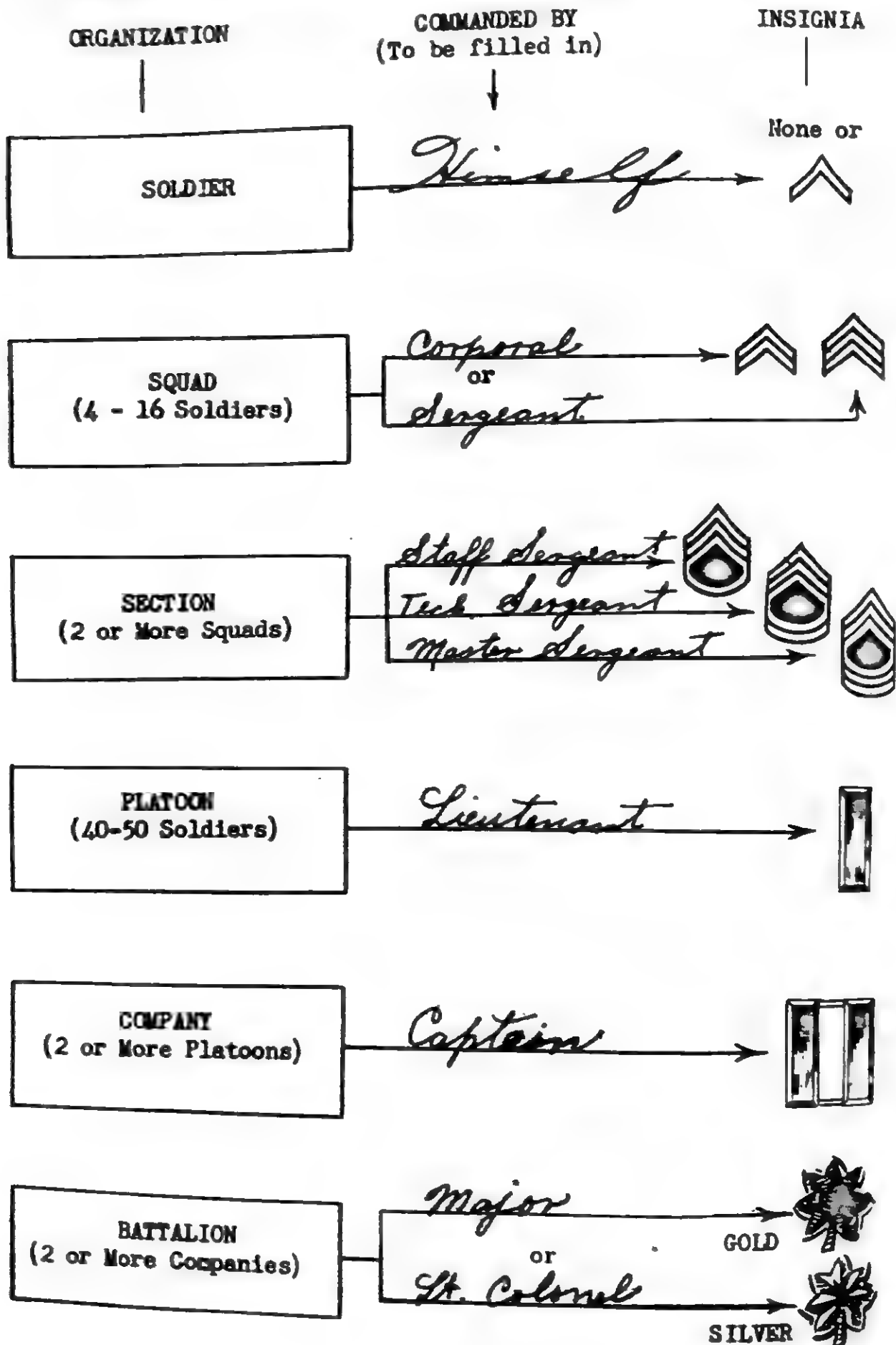
- a. In case of an accident, notify your company commander.
- b. Hitch-hiking is prohibited by post and army regulations.
 - (1) Soldiers who are found hitch-hiking will be tried by a Summary Court Martial for their first offense and by a Special Court Martial for any repeated offenses.
- c. Soldiers on the post should walk on the sidewalk, when not in formation. If there are no sidewalks, walk on the road, at the extreme left, facing traffic.
- d. If you want to operate your automobile on the post, apply to the Provost Marshall (through your orderly room) for permission.
- e. If you want to use a camera on the post, apply to the Public Relations Officer (through your orderly room) for permission.
- f. Keep out of restricted areas.
- g. If you have been exposed to a venereal disease, you must report for a prophylactic treatment (green light).
- h. Swimming, trapping and hunting on the post are not allowed.

ORGANIZATION OF THE ARMY



ORGANIZATION OF THE ARMY

I. THE UNITED STATES ARMY IS ORGANIZED IN THE FOLLOWING MANNER:



ORGANIZATION

COMMANDED BY
(To be filled in)

INSIGNIA

REGIMENT
(2 or More Battalions)
3,000 or More Men

Colonel



Silver

DIVISION
ARTILLERY OFFICER
INFANTRY OFFICER
Troops of 6,000 to 10,000

Brigade General



Silver

DIVISION
2 or More Regiments
(About 15,000 men)

Major General



Silver

CORPS
(2 or More Divisions)

Lt. General



Silver

FIELD ARMY

Full General








Silver



II THERE ARE THREE MAJOR BRANCHES OF THE ARM

(A) ARMY GROUND FORCES (Lt. General McNair)

Function: To organize, train and equip soldiers for Combat Duty.

INSIGNIA	ARMY GROUND FORCES	NOTES AND COMMENTS
	<u>Armored Forces</u>	Uses tanks for hard striking force against the enemy.
	<u>Cavalry</u>	On horseback or in vehicles; armed like infantry; has mobility for surprise.
	<u>Coast Artillery</u>	Operates coast guns; mines harbor entrances.
	<u>Field Artillery</u>	Operates large guns; supports infantry advance.
	<u>Infantry</u>	Foot soldiers equipped with rifles; captures and holds territory.

(B) ARMY SERVICE FORCES (Lt. General Somervell).

Function: To develop, store and distribute supplies.

Divisions: (1) Supply Services
(2) Administrative Services

INSIGNIA (1) SUPPLY SERVICES	NOTES AND COMMENTS
 <u>Chemical Warfare</u> Service	Provides Army with chemical weapons--gases, smokes, incendiaries--and gas masks.
 <u>Corps of Engineers</u>	Builds bridges, roads, airports; camouflages installations; does demolition work of all kinds.
 <u>Medical</u> Department	Collects and cares for wounded; First Aid; Field Hospitals or Base Hospitals; Inspects Food.
 <u>Ordnance</u> Department	Supplies Army with machines of war; inspects, maintains weapons in the field. Supplies and maintains motor vehicles.
 <u>Quartermaster Corps</u>	Feeds, clothes, transports and houses the Army. Provides motor transport and labor pools.
 <u>Signal Corps</u>	Responsible for the installation, operation and maintenance of all communications down to Regimental Headquarters.

INSIGNIA (2) ADMINISTRATIVE SERVICES NOTES AND COMMENTS



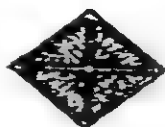
Adj. General
Department

The Main Office of the Army;
keeps all permanent records



Corps of Chaplains

Accompanies troops wherever
they are sent; morale building.



Finance Department

Pays all the bills of the
Army.



Inspector General
Department

Insures that the Army is run
according to Regulations.



Judge Advocate
Department

Legal Department of the Army;
Courts Martials.



(C) ARMY AIR FORCES

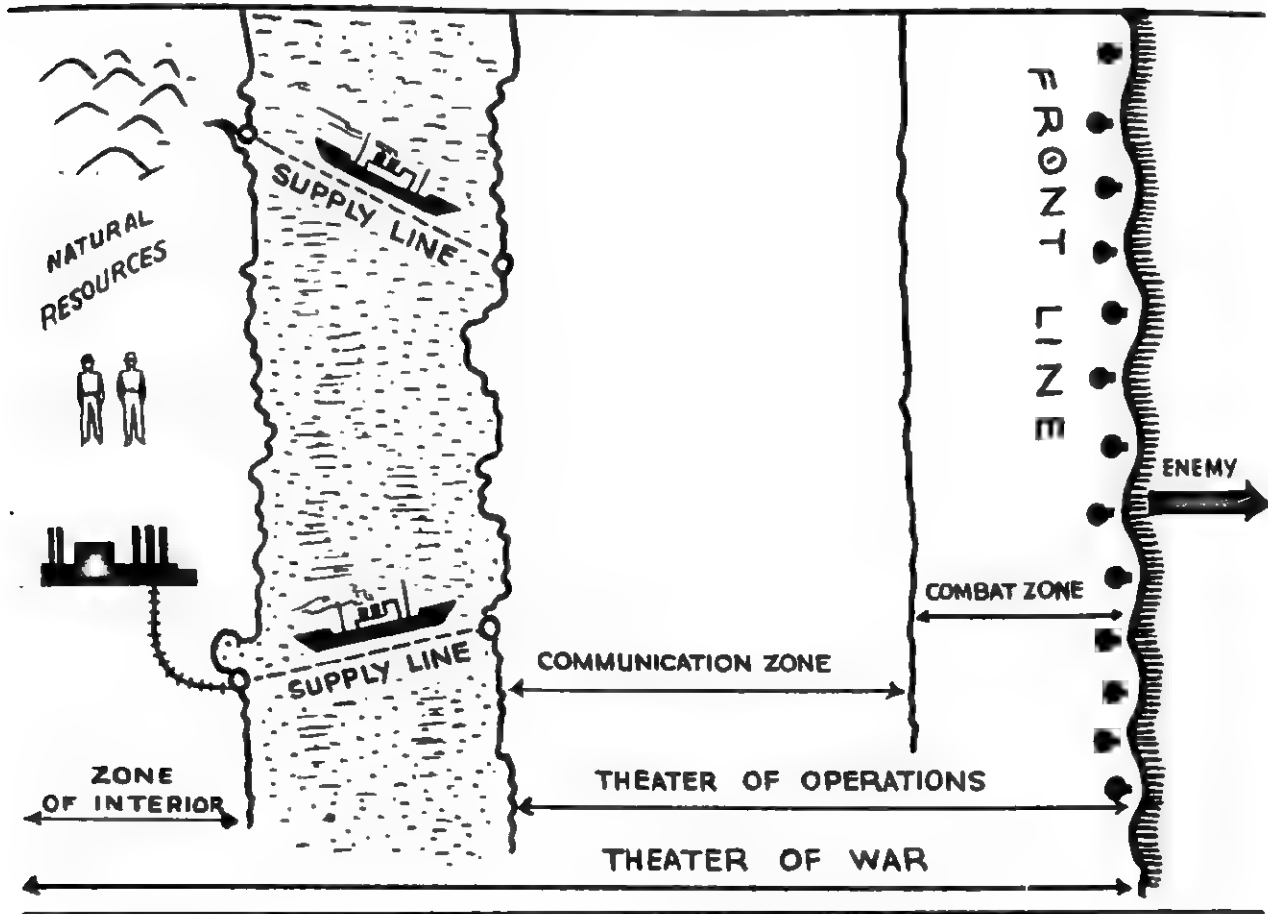
General Arnold

Function: To train flying and ground crew
personnel; To procure air force
material; to maintain interceptor,
pursuit and bombardment squadrons.

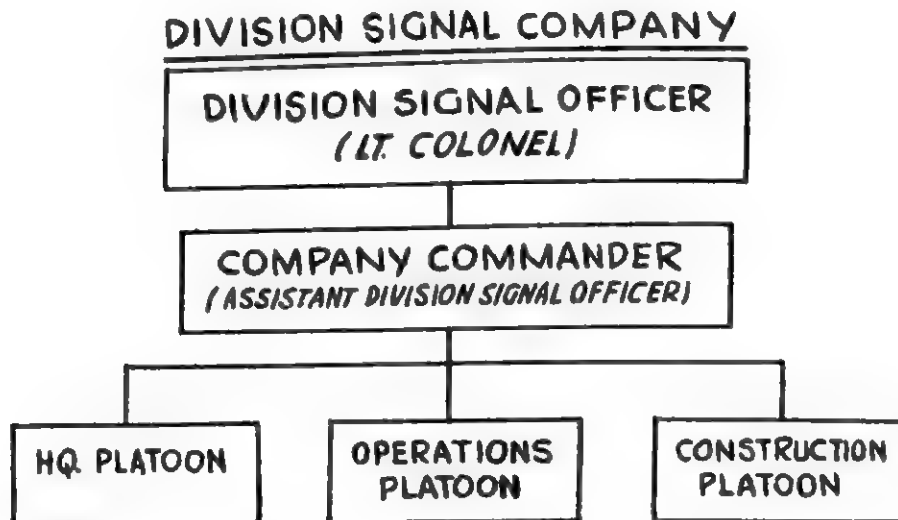
III

THE THEATER OF WAR

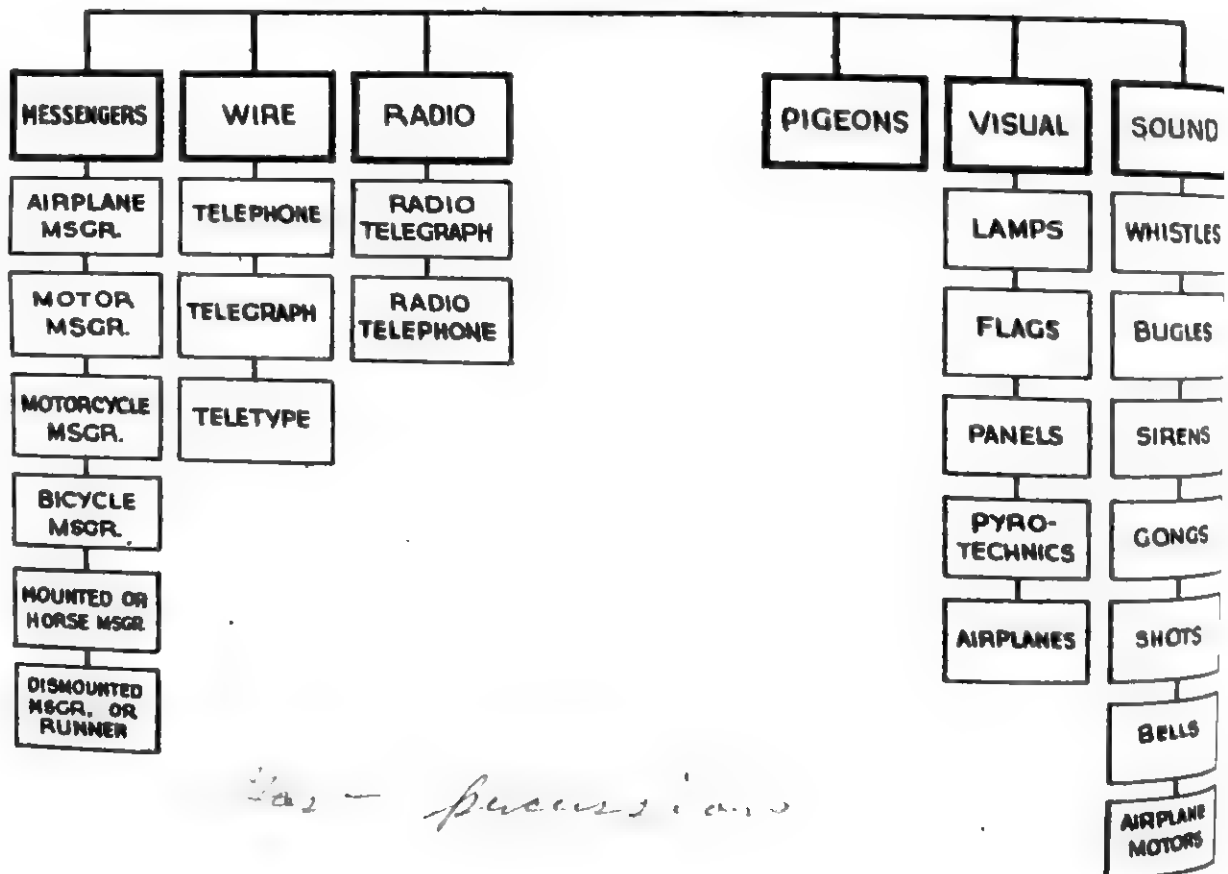
Includes any part of land, sea or air that may become, or is actually, involved in a war.



- IV. The Division Signal Company is charged with the installation operation, maintenance and supervision of all Signal Communications in and around Division Headquarters and down to the next lower headquarters:



AGENCIES OF SIGNAL COMMUNICATION CAPABLE OF TRANSMITTING MESSAGES



KNOW THESE MEN!

President of the United States
and Commander-in-Chief of the
United States Army.

Franklin D. Roosevelt

Secretary of War

Henry L. Stimson

Chief of Staff

General Geo. C. Marshall

Chief of the Army Service Forces

Lt. Gen. Brehon B. Somervell

Chief Signal Officer

M. Gen. H.C. Angles

Post Commander

Col. George W. Teachout

Commanding General, C.S.C.T.C.

M. Gen. Walter E. Prosser

Commanding General, C.S.C.R.T.C.

B. Gen. Chas M. Milliken

1st Assignment

Commanding Officer, 6 Regiment Col. Geo. W. Daley

Commanding Officer, 27 Battalion L. Col. N.H. Rydman

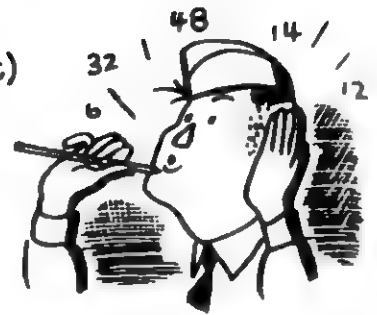
Commanding Officer, A Company Cpt. Geo. F. Kleins

2nd Assignment

Commanding Officer, _____ Regiment _____

Commanding Officer, _____ Battalion _____

Commanding Officer, _____ Company _____



Chain of Command is

Theatre of War is any land that may be involved in war.

A Means of Communication is

The nine (9) units of the U. S. Army are: Squad, Section, Platoon, Company, Battalion, Regiment, Division, Corps, and Field Army.

A Division Signal Company is assigned to each Division.

Communications down to regimental headquarters are provided by the Signal Corps.

A combination of units organized to perform a definite mission is a Task Force.

The Theatre of War is divided into the Theatre of operations and the zone of the interior.

The two main divisions of the Army Service Forces are:
(1) Supply Forces and (2) Admin-ive Forces.

The Chief Function of the Army Ground Force is to organize
train and equip soldiers for Combat duty.

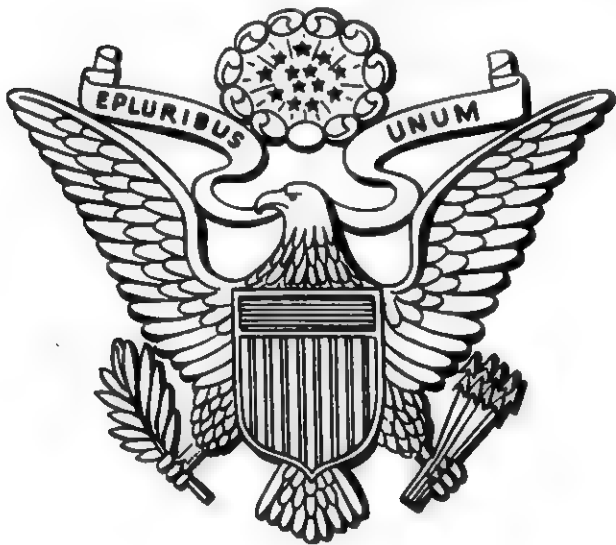
The Slogan of the Signal Corps is "Get the message thru!"



MILITARY DISCIPLINE, CUSTOMS AND COURTESIES

I. Whom to Salute:

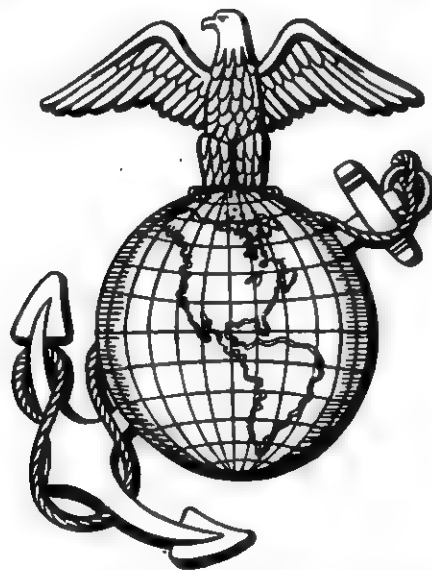
A. All Commissioned Officers of



THE ARMY



THE NAVY



THE MARINE CORPS

- B. A Warrant Officer is entitled to the Salute.**
- C. A member of the Army Nurse Corps is entitled to the Salute. They are accorded the same respect as a commissioned officer; also commissioned officers of the WAACS. WACS**
- D. It is also a custom of the service to salute officers of friendly and allied countries.**

REMEMBER: THE JUNIOR ALWAYS SALUTES FIRST:

II. When to Salute:

- A. You ALWAYS Salute Out of Doors except under the following circumstances:
1. You do not salute in ranks.
 2. You do not salute when on a work detail unless you are in charge of the detail.
 3. You do not salute when either you or the officer are engaged in Athletics.
 4. You do not salute when driving government vehicles.
 5. You do not salute under simulated campaign conditions (except when reporting to an officer.)
- B. You NEVER salute IN DOORS except when reporting to an officer or when under arms. *Carrying, holding, or under arms.*
- C. You ALSO Salute under the following circumstances:
1. If outdoors during the Retreat Ceremony and not in formation, you will face the National Flag, stand at attention and salute while "To the Colors" or the "National Anthem" is being played. (You will hold the salute until the last note is sounded.)
 2. If outdoors and not during retreat ceremony and the National Anthem is being played, you will face the band and salute.
 3. When personal honors are rendered ("General's March" is played) all officers and men not in formation will salute and remain in that position until the completion of the ruffles, flourishes and march.



YOU SALUTE

~ uncased ~

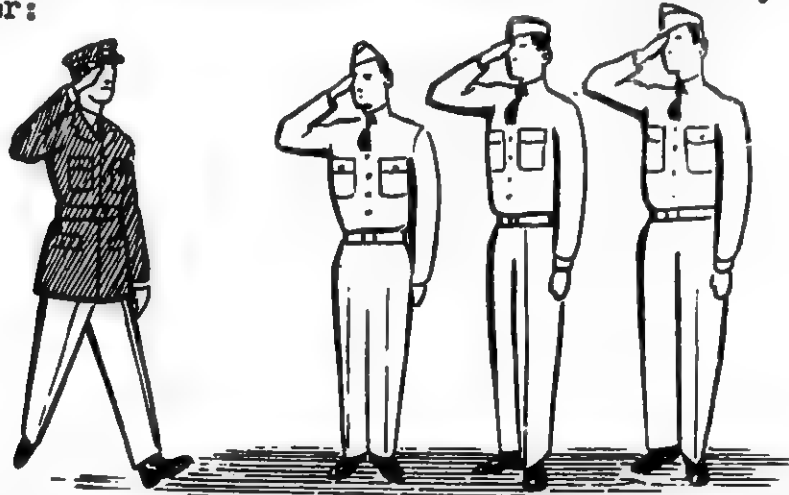
YOU DO NOT SALUTE

~ cased ~



III HOW TO SALUTE

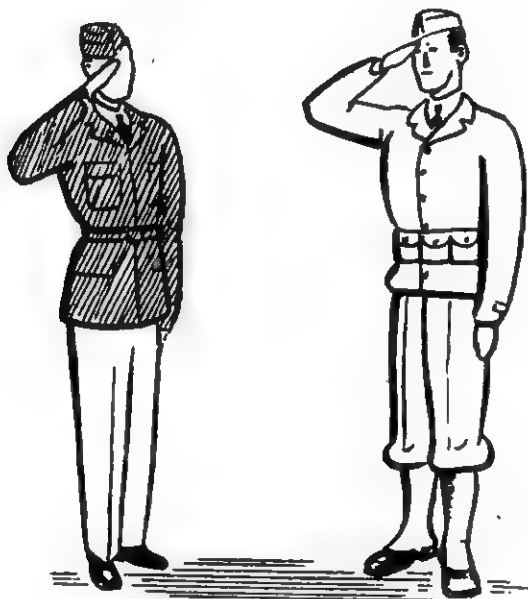
- A. The Salute is rendered in a smart and military manner:



- B. When you execute the Salute you turn your head so you can observe the Officer and look him straight in the eye:



- C. The Salute is always rendered from the position of Attention:



IV HOW NOT TO SALUTE:

These are a few of the mistakes in Military Courtesy that Clem made during his first few weeks in Camp Crowder. Study them and be sure that You Don't Make the Same Mistake Yourself:



Clem Forgot To Take His Hat Off!
(Reporting Indoors - Always remove head dress except when under arms.)



Clem Saluted On the Run



Clem's First Idea of a Good Salute

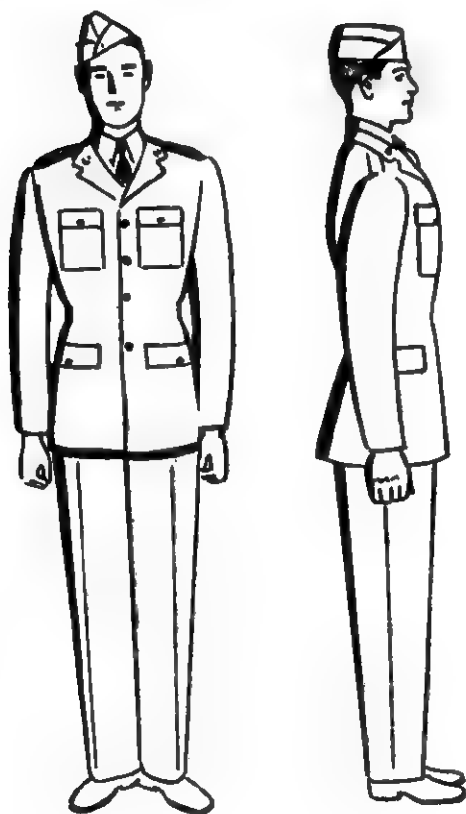


Our Hero Salutes with
a Cigarette in his
Mouth



This will work,
sometimes.
NOT RECOMMENDED

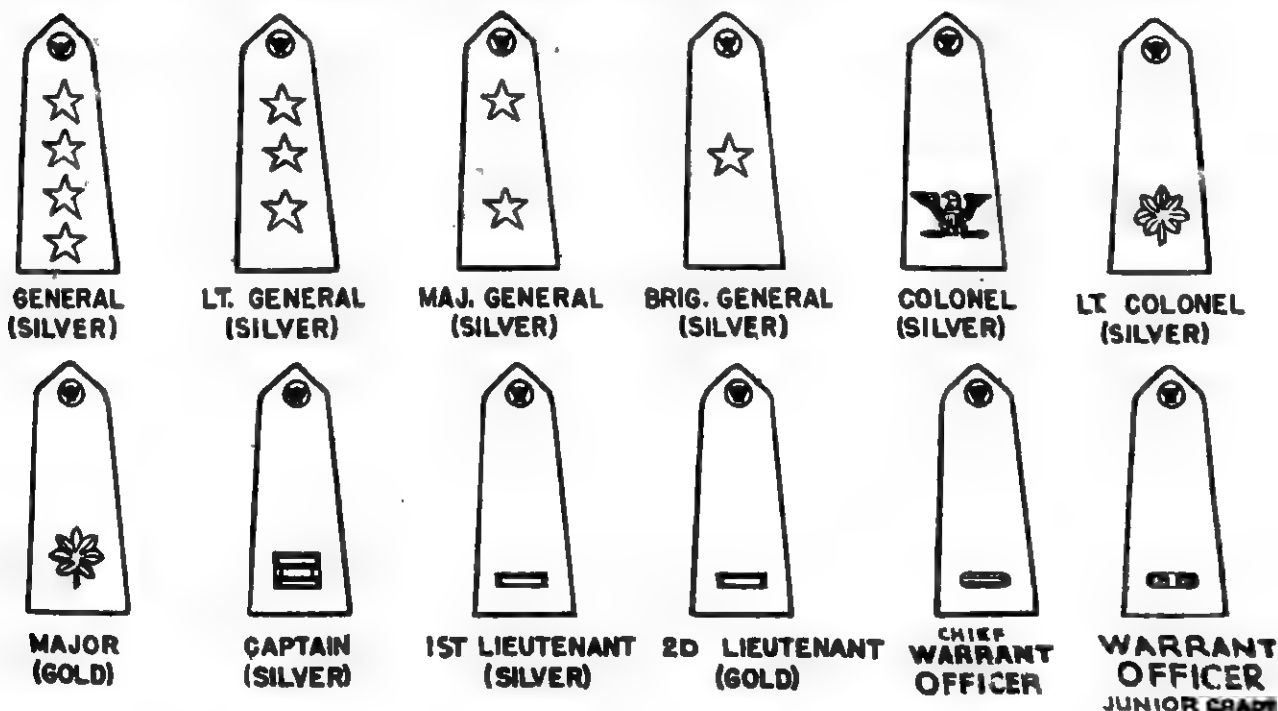
V. - A. The position of a Soldier at Attention:



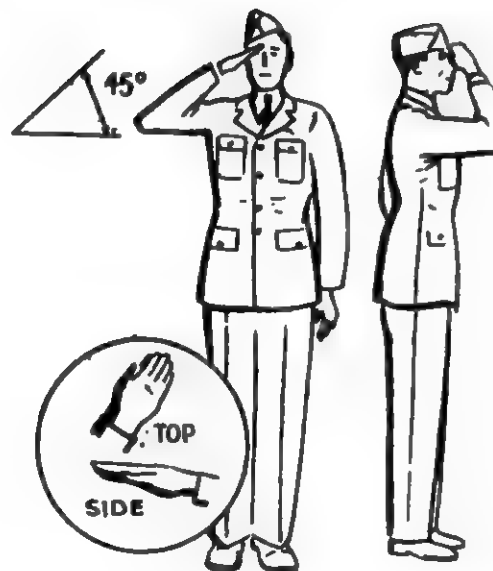
Heels On line - Together
 Feet 45° angle
 Knees straight without stiffness
 Hips drawn up under body
 Chest arched
 Neck straight without stiffness
 Head facing straight ahead
 Eyes straight ahead
 Arms hang naturally
 Hands spread nat. Thumbs on seam
 Shoulders back and level

B. Whom do you Salute: All officers of army,
navy, Marine Corps, Coast Guard, Nurses, WAC,
and friendly nations

OFFICERS INSIGNIA OF GRADE: ARMY AND MARINE CORPS



C. How do you Salute: Position
of attention; fingers,
wrist and fore arm in line
45° angle at elbow; level
edge of headress or brow.



D. When to Salute (Out of Doors)

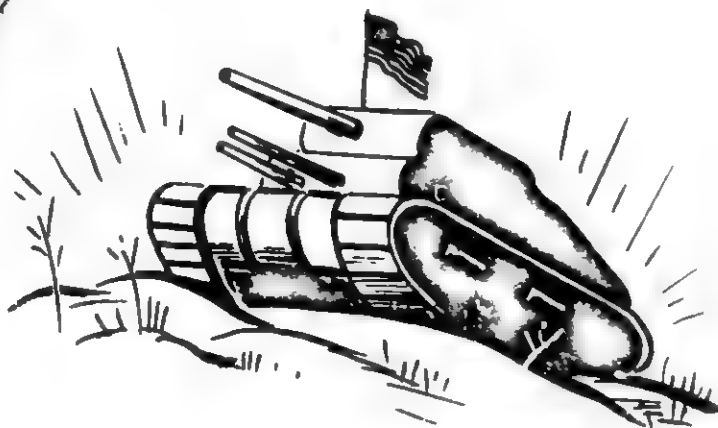
Except ① When in Rank ② On detail,
 ③ When engaged in athletics ④ When
driving a government vehicle. ⑤ Under
simulated battle conditions.

E. When to Salute (In Doors) When reporting
to an officer or under arms.

F. What would you do if you were walking down the Company
 Street and the Retreat Ceremony began: stop and
render hand salute.

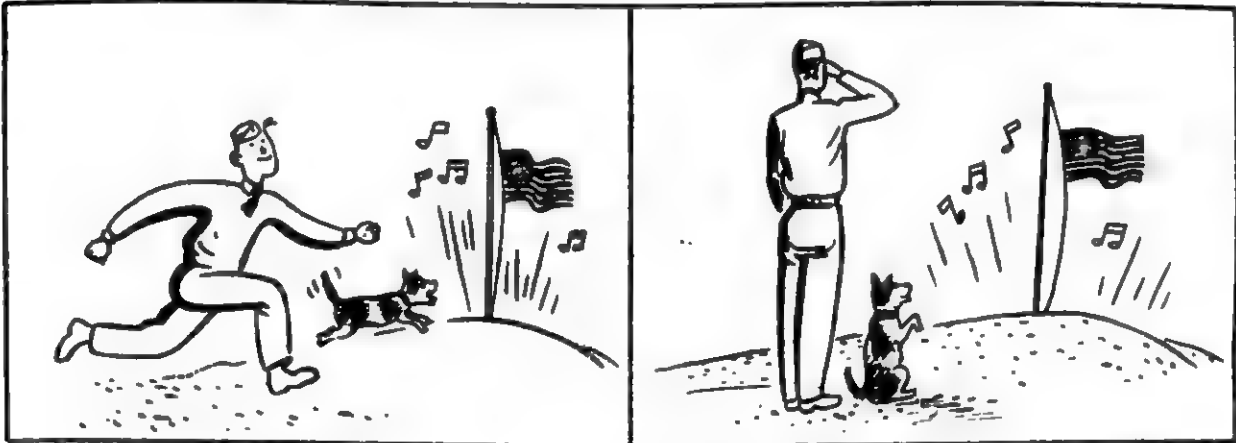


COLORS



STANDARD

THE RETREAT CEREMONY

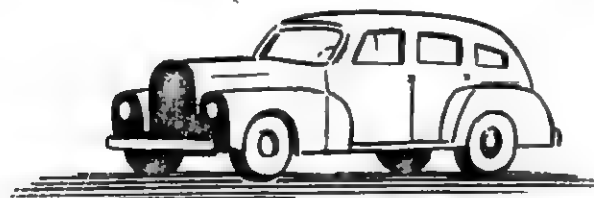


This is What Clem Did

This is What Clem Should
Have Done

G. Points to be remembered in Saluting: *Always at at-
tention either at a halt or walk. Salute
army, naval, marine, coast guard, nurse,
and Waco officers. Also officers of friendly
nations. Look salutes in eye.*

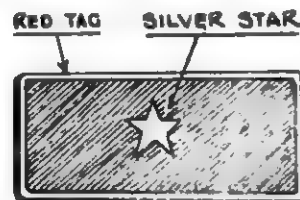
H. Remember: Officers riding in vehicles are to be rendered the Salute: (It is a good rule to salute all official cars if there is a passenger in the back seat.)



You can tell an officer's car by the special post license number:



Always salute an official car when you see this. (There is a General in it.)



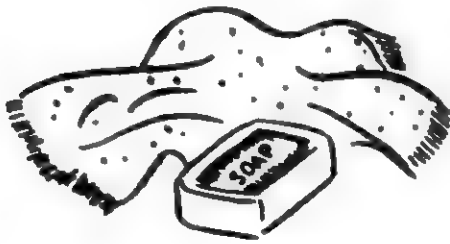
HYGIENE

Introduction

Hygiene in the Army deals with the personal care that must be exercised by each individual soldier in relation to his body for the preservation of his health.

* * *

1. Care of the Body. (Health and Cleanliness.)



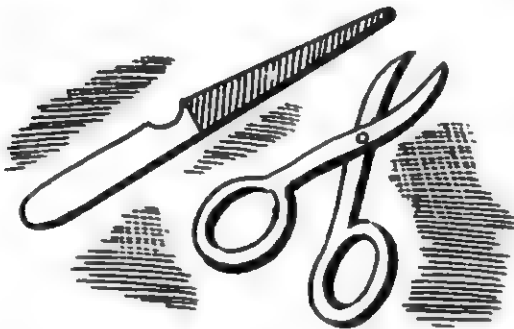
a. Bathing.

Never allow your hair to become long and ragged. Weekly haircuts are advisable. Long hair is untidy and provides an excellent breeding place for lice, one of the main carriers of the deadly typhus disease. Hair should be washed at least once every week or ten days. Care should be exercised to rinse the hair carefully after each washing.

The entire body should be bathed at least two times each week. Shower baths are preferable. Special attention should be paid to the armpits, crotch, and feet.



b. Hair



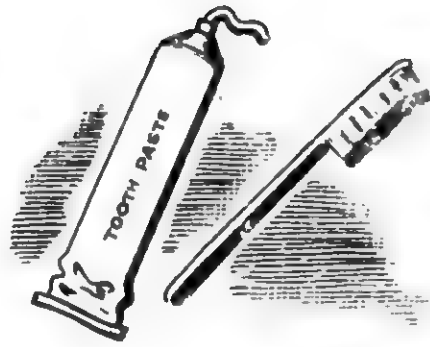
c. Nails

Finger and toe nails should be kept clean at all times. They should be cut straight across to prevent any possibility of ingrowing nails.



CLEM SAYS, "A GOOD SOLDIER KEEPS HIMSELF MENTALLY AND PHYSICALLY CLEAN AT ALL TIMES."

The teeth should be brushed carefully twice each day. Brushing should be done vertically from gums to cutting edge both on the inside and outside surfaces. It is important that you take good care of your teeth and visit the dental clinic whenever necessary.



d. Teeth

The feet should be kept clean at all times--preferably washed daily--and always dried carefully. Wear socks that are clean and without holes or darned places to prevent blisters.



e. Feet

Eat regularly and chew your food thoroughly. By drinking plenty of water you will succeed in maintaining proper and regular bowel movements.



f. Food

At least seven (7) or eight (8) hours of sleep is necessary to maintain good health. Lack of sufficient sleep will cause laxity and listlessness which may prove costly.



g. Sleep

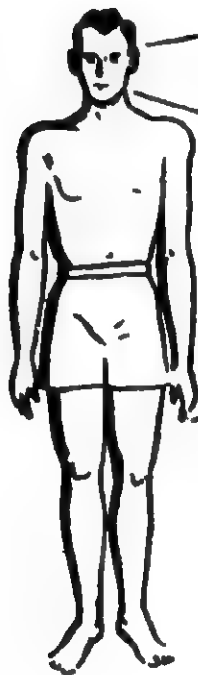
As soon as you feel sick or believe that you have contracted a disease, report to the First Sergeant and be sent on sick call!

Clem's contribution:



"An Ounce of Prevention is Worth a Pound of Cure!"

II. Rules for Personal Hygiene



1. Hair Keep short,
shampoo regularly

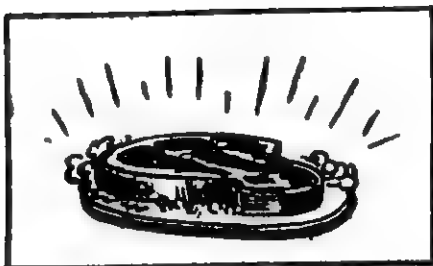
2. Teeth brush twice
daily. Have two
brushes.

3. Nails Keep short and
clean.

4. Bathing as often as
possible.

5. Food and Drink Don't eat
at PX. Go to Mess hall

6. Sleep Get as much as
possible 7-8 hours.



Remember!! Medical Care is Free!!

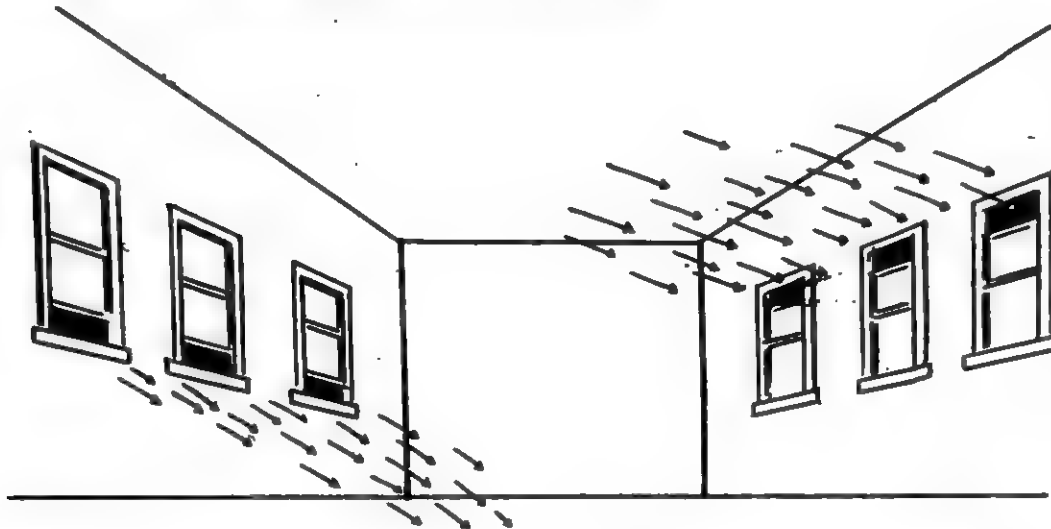
MILITARY SANITATION

Military sanitation deals with practical measures for the preservation and control of disease. In other words, we are concerned with the soldiers actual surroundings: his barracks, mess-hall, tents; with sewage disposal, ventilation and water purification.

I. Barracks Sanitation:

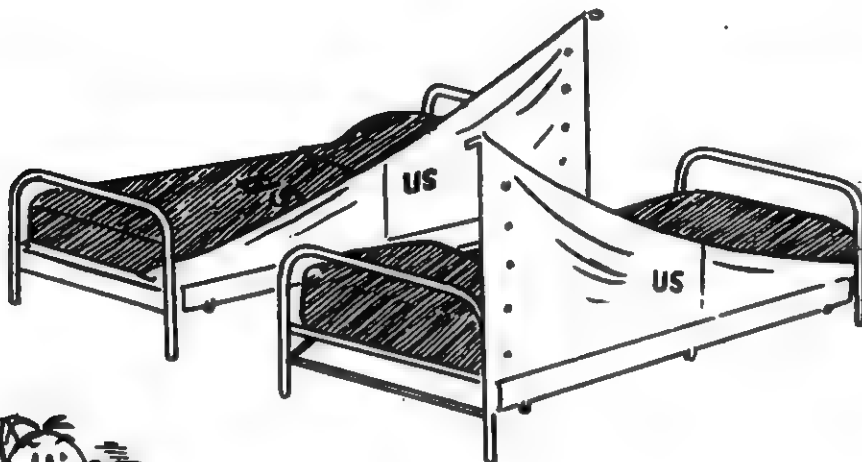
All barracks and surrounding areas must be policed at all times. No one cares to live in filth, which often contains germs capable of causing serious illnesses. The latrines must be kept spotless to aid you in preserving the health of your body.

Proper ventilation is also essential.






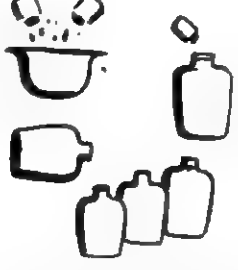
Open all windows at the bottom on the windward side.

Open all windows at the top on the leeward side




CLEM SAYS,
'NOW THAT YOU'RE IN THE ARMY, STAY OUT OF THE DRAFT'

II. Water Purification (Methods)

<p>1</p>  <p>36 gal. US</p> <p><u>Dissolve one ounce of Calcium Hypochlorite in canteen cap. Add to bag. Let stand 30 minutes.</u></p>	<p>2</p>  <p><u>Add three drops of iodine to canteen. Let stand for 30 minutes.</u></p>	<p>3</p>  <p><u>Be sure water boils at least one minute. Then aerate by passing from one container to another.</u></p>	<p>4</p>  <p><u>Dissolve one ounce of Ca. Hypochlorite in canteen cap. fill cap. Add one canteen cap full of liquid to each canteen.</u></p>
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III. Diseases, Insects and Poisons:

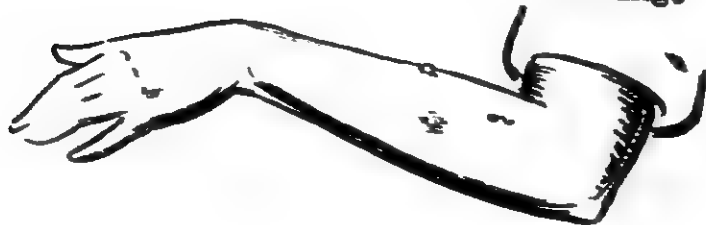
AILMENT	RECOGNITION	PREVENTION & TREATMENT
<p>A. Fungus Disease</p> <p>(1) Athletes Foot</p> 	<p>Cracks or blisters between toes. Red and inflamed areas. Extreme itching. Spreads quickly, especially during hot weather.</p>	<p>Caused by fungus; easily acquired in shower baths. Wash feet daily and dry well between toes. Use foot bath (full sixty (60) seconds). Dust feet and shoes with powder. Whitfield ointment and tincture of benzoin are effective. Consult Doctor in severe cases.</p>

B. Insects

(1) Chiggers

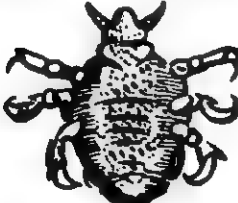
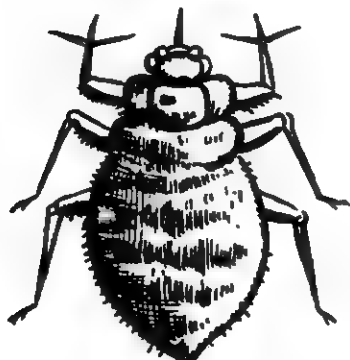
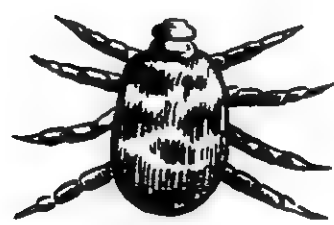

Small insect which burrows into skin and causes itching and swelling.

Apply a mixture of phenol and alcohol. In severe cases, report on sick call.



III. Diseases, Insects and Poisons:

(Cont'd)

AILMENT	RECOGNITION	PREVENTION AND TREATMENT
Insects		
<p>(2) Crab Louse</p> 	<p>Adult female insect 1/16 inch in length. Found mainly around genital regions but also attached to hairs of any part of body.</p>	<p>Bathe thoroughly and shave or clip the affected areas. Consult doctor immediately as extreme care must be exercised to prevent spreading.</p>
<p>(3) Bed-Bug</p> 	<p>Bedbugs exist wherever they can live in close association with man. They are small insects, nocturnal in habit and hide in the seams of mattresses and pillow cases and in cracks and crevices. Blood-sucking.</p>	<p>Bedbugs may be exterminated by fumigation by trained personnel. Liquid insecticide may also be used. Bedbugs cannot withstand heat; a temperature of 113 degrees farenheit kills them. The presence of bedbugs in your barracks should be reported to your First Sergeant immediately upon discovery.</p>
<p>(4) Ticks</p> 	<p>Small insects that burrow under the skin. Carries typhus and Rocky Mountain fever.</p>	<p>Examine body immediately after field trips and remove ticks, have a fellow soldier examine your back, then examine his. Keep making frequent inspections. Go on sick call at the first sign of fever.</p>
<p>(5) Scabies (7 Year Itch)</p> 	<p>Severe itching. Infects fingers, hands, wrists and feet. Small blisters and furrows.</p>	<p>Extremely contagious. Report on sick call immediately upon discovery.</p>

C. Poisonous Plants

<p>(1) Poison Ivy, Oak and Sumac</p>  <p>POISON OAK</p>  <p>POISON IVY</p>  <p>POISON SWAMP SUMAC</p>	<p>Local skin irritation. Red spots and severe itching with swelling, and festers.</p>	<p>Wash immediately with G.I. soap. Gasoline or kerosene may be used. Washing must be prompt and thorough or it will tend to spread the poison, washing may even prove harmful after blisters have formed. Learn to recognize the plants and avoid them.</p>
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FIRST AID

First Aid is the immediate, temporary treatment given to or injured persons before the arrival of the Medical Officer:

* EVERY SOLDIER SHOULD BE TRAINED *
*
* TO GIVE FIRST AID TREATMENT *

I. SHOCK

Shock is a profound depression of all the physical and mental processes and accompanies all injuries. Even though shock is not apparent the patient must be treated for it.

A. Symptoms;

1. Face: Pale, pinched & frightened
2. Skin: Cold and clammy
3. Breathing: Irregular and sighing
4. Pulse: Weak and rapid
5. General characteristics: Weakness, faintness, cold and nausea.

B. Treatment:

1. The patient should be placed flat on his back with the head low.

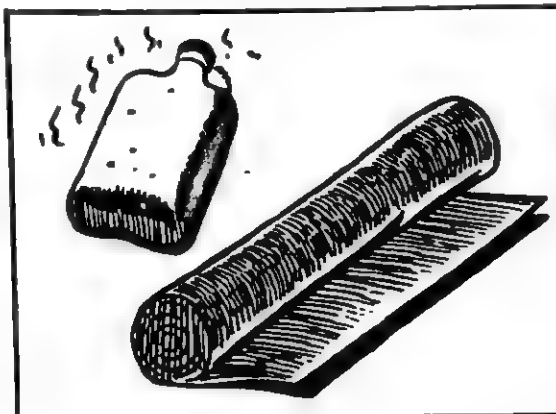


2. Bleeding if present should be immediately controlled.

3. Tight clothing should be loosened immediately

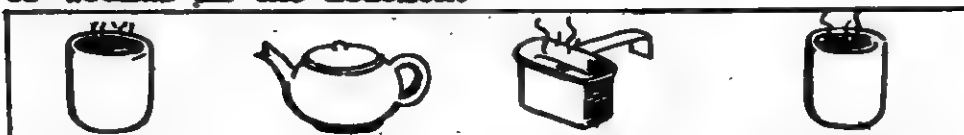


4. Avoid all unnecessary movement.



5. Apply heat to the body.

6. Stimulants given by mouth are helpful and valuable providing the patient is fully conscious, is not bleeding or suffering from skull fracture, apoplexy, sunstroke or wounds in the abdomen:



Hot
Coffee

Hot
Tea

Hot
Water

Hot
Chocolate

II. BLEEDING

A. There Are Three (3) Types Of Wounds

1. Incised wounds

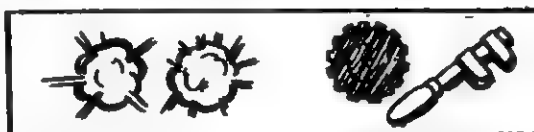


razor

knife

bayonets

2. Lacerated wounds



shells

machinery

3. Punctured wounds



nails

wire

bullets

B. Three (3) Types of Bleeding:

Type	Color of Blood	Flow
1. Arterial	Bright red	Spurting
2. Venous	Dark red	Steady flow
3. Capillary	Dark red	oozing

C. Control of Bleeding.

The control of severe bleeding takes priority over other treatment and may be achieved by several methods.

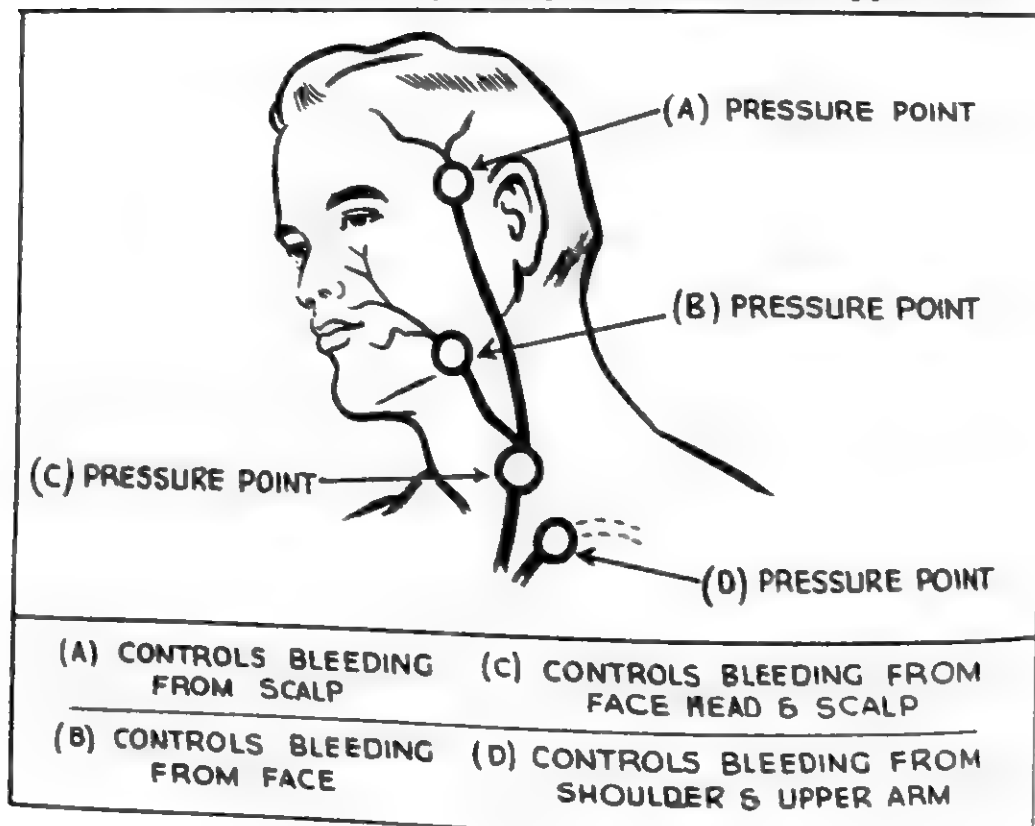
1. Direct Pressure Method:

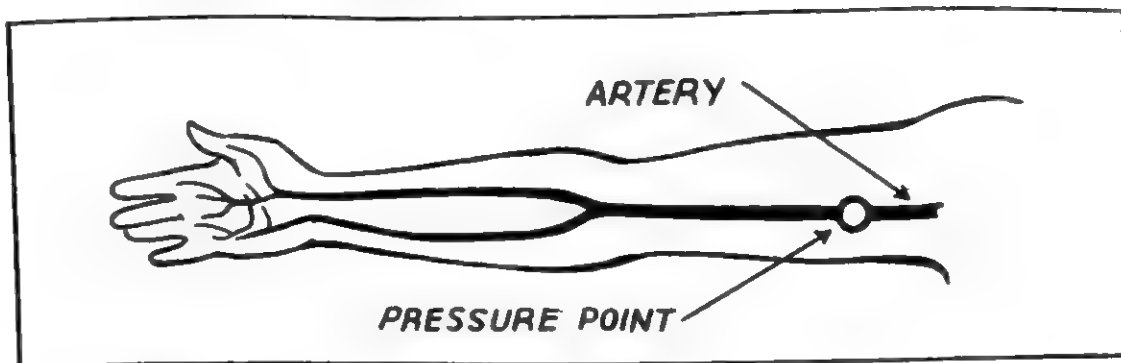
Place a sterile dressing (First Aid Packet) directly over the wound and bandage tightly.

2. Use of Pressure Points:

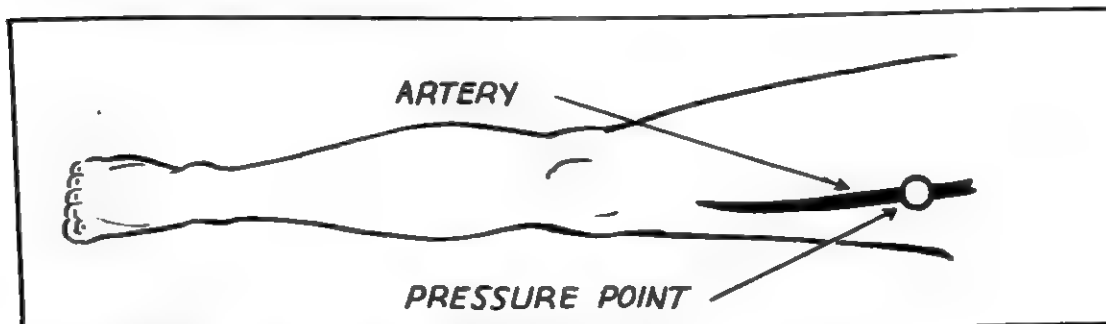
At certain places on the body large arteries lie near the surface and may be depressed by the fingers to control the flow of blood through them.

a. Scalp, face, head, shoulder and upper arm.





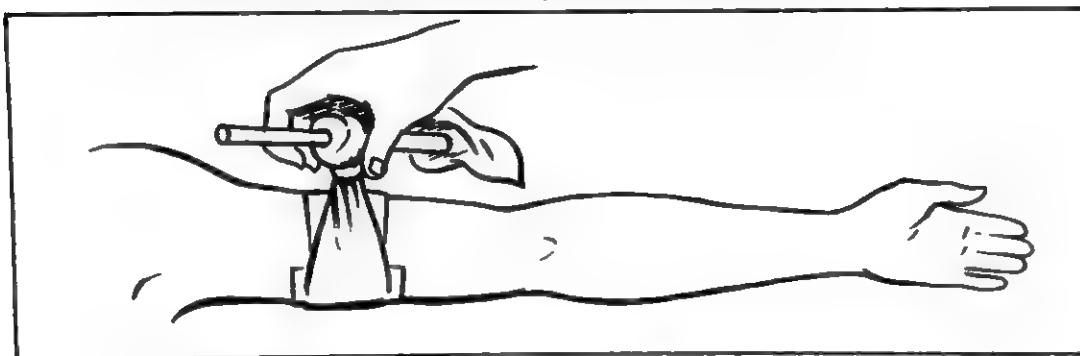
b. Lower Arm and hand.



c. Thigh, Lower Leg and foot.

3. The Tourniquet.

Remember the tourniquet is used only when bleeding cannot be controlled by any other means.



The tourniquet must be loosened every ten or fifteen minutes.



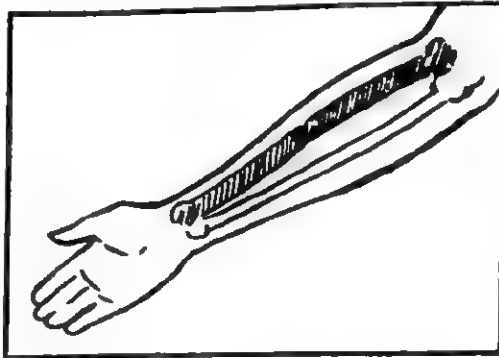
Never cover a tourniquet with a bandage



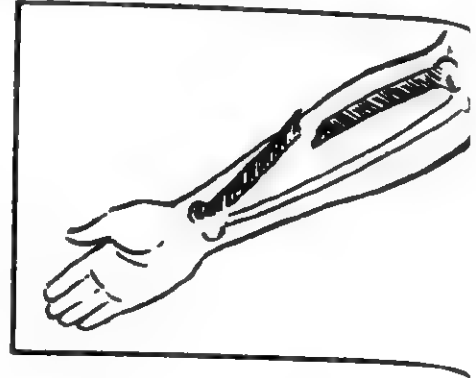
Tag patient.

III. FRACTURES:

A fracture is a break in a bone.



This is a Simple Fracture



This is a Compound Fracture

IV. BURNS:

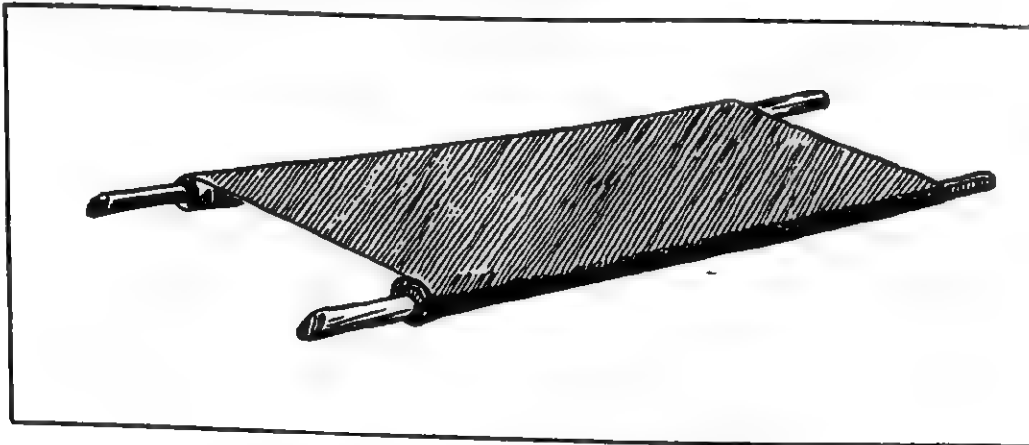
Kind	Recognition	Treatment
1st Degree	Skin reddened (But not blistered)	Cover with oily substance (Vaseline, olive or castor oil)
2nd Degree	Skin blistered	Apply sterile dressing
3rd Degree	Skin is destroyed or charred as from contact with flames.	Call Doctor At Once.

Helpful Suggestions:






1. Snip away clothing
(Do not pull away clothing from burned area)
2. Do not prick blisters
3. Treat all burned casualties for shock.
4. Always apply sterile dressing if possible



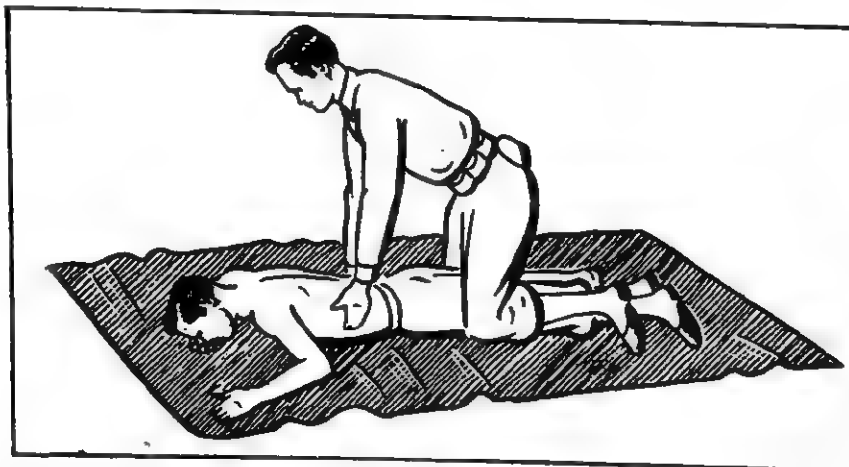
V. TRANSPORTATION OF SICK AND WOUNDED



One Type of Improvised Litter.

Clem says: Just take two  and hold them together by weaving them with a  or  and cover with a  or a 

VI. ARTIFICIAL RESPIRATION



Artificial Respiration - The Schaeffer Method

- ① Lay patient face downward
- ② Clean mouth
- ③ Head sideward on arm, mouth open, head lower than feet.
- ④ Hands roll down on side, little finger on last rib.
- ⑤ 15 times a minute. Snap hands away and release. Rhythm "as comes the good air, out goes the bad."

VII. MISCELLANEOUS

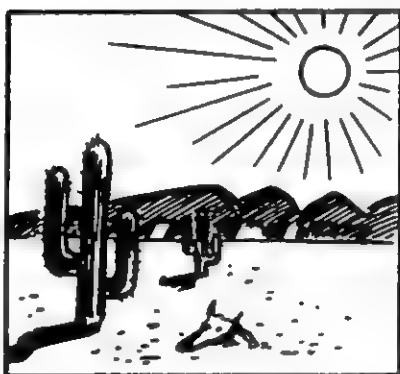
A. FROSTBITE:

Recognition: Extreme cold in affected parts followed by increasing pain and finally loss of all sensation. The color of the skin becomes white or bluish-white.

Treatment: Slowly thaw frozen parts. Never expose frozen tissue to hot stoves or radiators. Never rub with bare hands or snow. Seek medical attention.



B. SUNSTROKE:

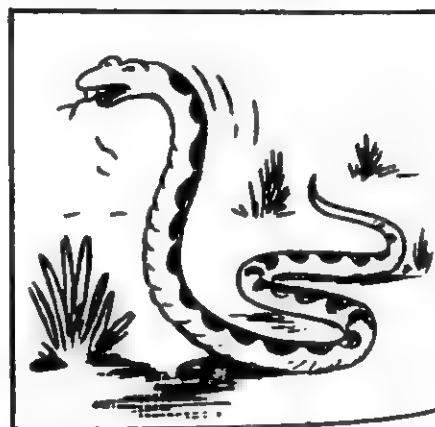


Sunstroke is a dangerous condition and is caused by exposure to sun rays especially during periods of high humidity. Symptoms include: headache, depression, nausea. Skin becomes dry and hot. Face is flushed; pulse rapid and full, temperature high.

Treatment: Remove individual to a cool, shady place if possible and loosen clothing. Lay patient on back and apply wet cloths, ice if possible, Cold baths are helpful.

C. SNAKE BITE:

Treatment should start at once. Make a cross incision one-half inch wide over fang marks and at least one-fourth inch deep. Suction may be made with a heated glass bottle. Keep patient quiet. If bitten on limb apply tourniquet. Secure Medical Attention as quickly as possible. **DO NOT USE STIMULANTS.**



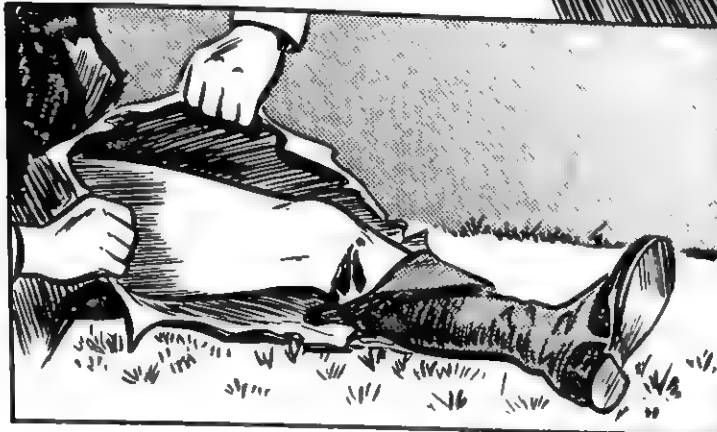
**"THAT'S RIGHT CLEM,
NO STIMULANTS"**

The 10 LAWS OF SELF AID

if wounded in combat are:

1

To keep calm.

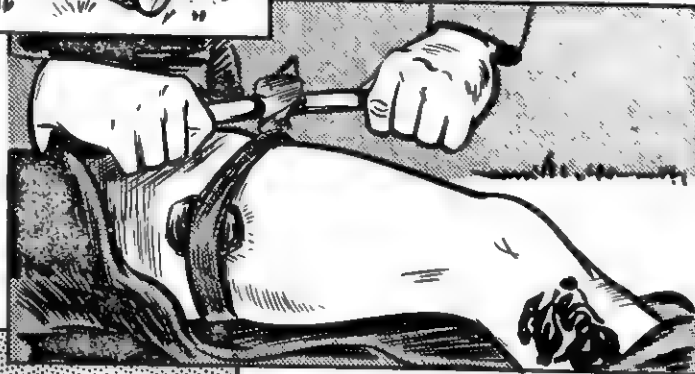


2

To bare the wound.

3

To stop the bleeding.



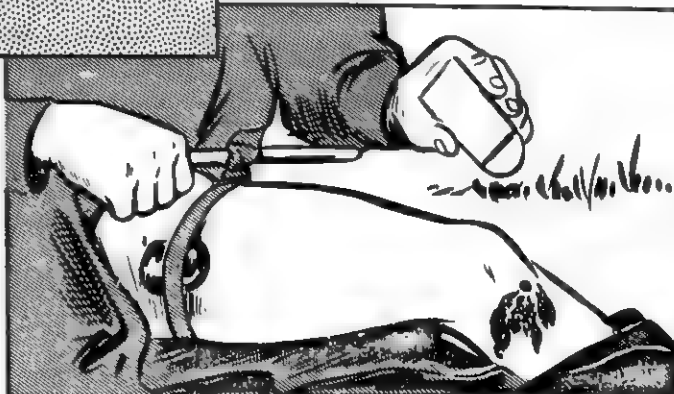
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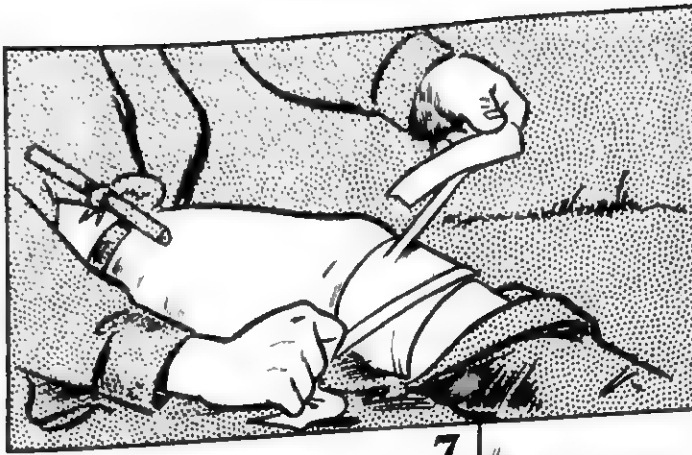
To open your first aid packet.



5

To sprinkle wound powder upon the wound.



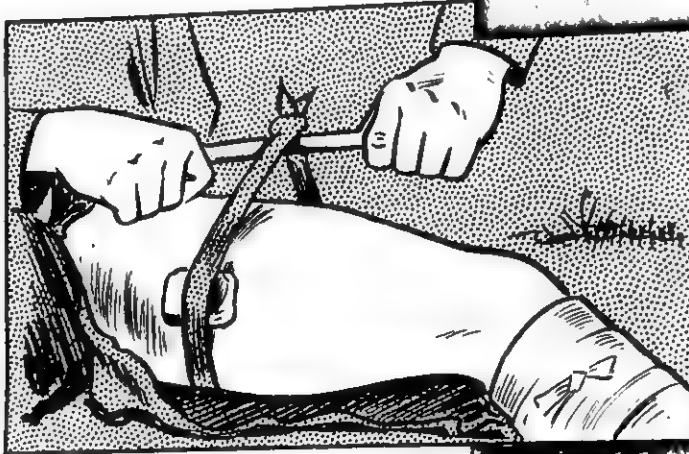
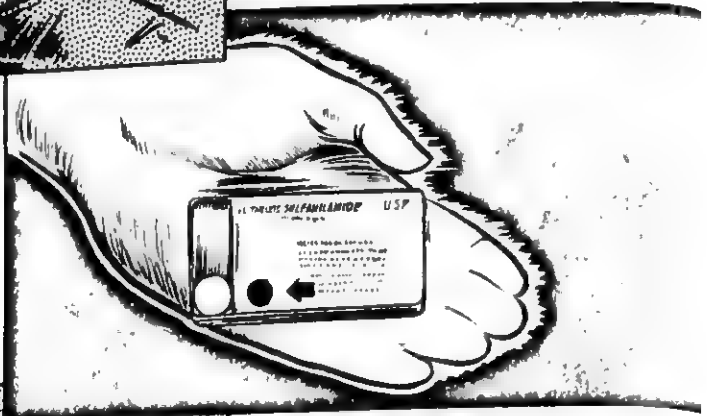


6

To apply the bandage.

To take two "wound pills" immediately.

7



8

To loosen tourniquet or constricting bandages every 15 minutes.

To lie down behind cover and keep as warm as possible until help comes.

9



10

To take additional "wound pills".

FIRST AID IN COMBAT IS **SELF AID**

SAFEGUARDING MILITARY INFORMATION

Introduction

As a soldier in the U. S. Army you will be entrusted with considerable military information, much of which must be carefully safeguarded. This is particularly true of members of the Signal Corps. Allowing any vital information to fall into enemy hands may result in tragic circumstances. Your own life as well as the lives of your fellow soldiers may depend upon your ability to keep military information to yourself. Remember, it is just as important to safeguard military information as it is to know how to shoot accurately or to put on your gas mask quickly and correctly.

I. Things You Must NOT Talk About:

A. Military equipment with which you are working.

B. The work you are doing in Basic and Specialist Schools.

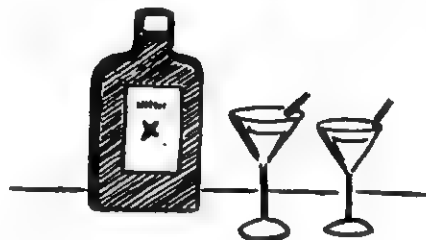
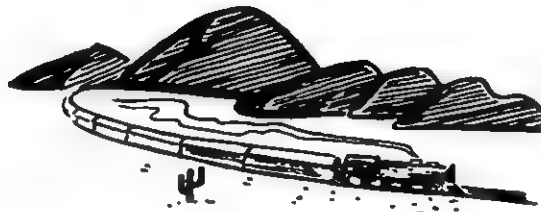
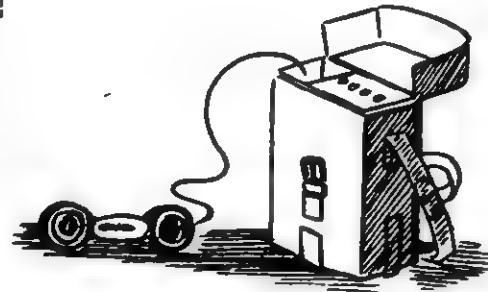
C. Movement of troops on duty or enroute to duty.

D. Transfers or strength of organizations.

E. Tactics and techniques used by or for soldiers.

F. Anything involving your army life except recreational activities.

G. Be particularly careful when drinking.



II. Things You MAY Talk About:

A. Your own personal health.

B. Your meals.

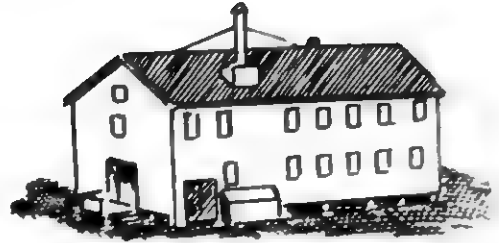


C. Your barracks and barrack companions.

D. Your recreational activities.

E. Anything about anybody at home.

F. Any personal affairs outside your military duty.



III. Censorship:

A. Mail within the borders of our own country is not censored. In exchange for this privilege the government expects to do your own censoring. Remember: "What you do not say can hurt anybody".

IV. Be Extremely Careful When:

A. Taking pictures.

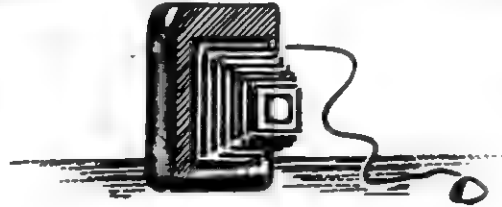
B. Writing letters.

C. Telephoning and telegraphing.

D. Entertaining friends or relatives on the post.

E. Talking to friends or acquaintances off the post.

F. Registering at Hotels, Tourist Camps or U.S.O. Clubs (Remember your only address is "U.S.Army").



V. Rules To Be Remembered If Captured:

A. Before going into action go through your clothing and equipment and destroy or leave behind all envelopes, letters, diaries or other papers that may identify your organization.



- B. If your official duties require you to carry maps or documents in action, destroy them if it appears that you are in danger of capture.



- C. When questioned give only your name, rank and serial number. (This is all you are required to give by the International Rules of Warfare.)



- D. Maintain absolute silence when asked any other questions. Silence alone is safe.



- E. Keep your eyes and ears open for any information which will help you in an early escape and in reporting when you return to your own lines.



- F. Trust only fellow prisoners you have known before your capture.

- G. Try to keep physically fit.

- H. Address all letters to officers and men of our Army by name and grade only. Address them in care of the U. S. Army through the Prisoner of War Information Bureau.



VI. Countermeasures Against Enemy Activities:

- A. All evidences of enemy activity should be reported to the Intelligence Officer.
- B. Soldiers expressing disloyalty or fear of defeat, admiration for the enemy, or spreading rumors, should be reported immediately.
- C. Arrange for an appointment with the Intelligence Officer through your first sergeant.
- D. Only by constant vigilance can you hope to prevent espionage, sabotage and the spread of propaganda.

NOTES: _____



"FLAPPY TRAP
MAKES HAPPY JAP
KEEP MUM-
CHUM."



CLOTHING, EQUIPMENT AND TENT PITCHING

A. Marking of Clothing:

All clothing will be marked on the inside of the garment with the first letter of the enlisted man's last name (Capital), then a dash (—) followed by the last four (4) figures of the enlisted man's Army Serial Number: C-1313.

MATERIALS USED:

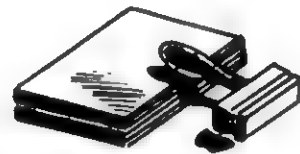
Indelible
Pencil



or



or



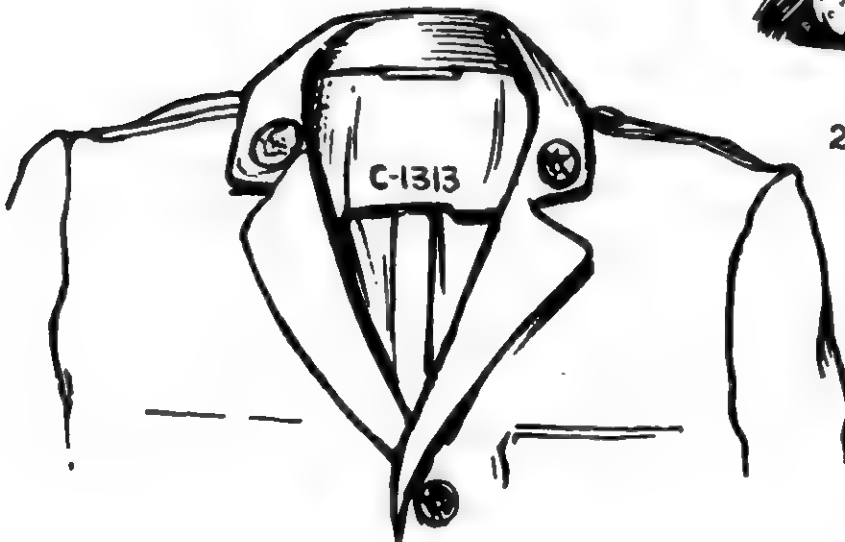
(Stamp and
Stamp pad)

WHAT TO DO:

1. Dampen spot with cloth or sponge.

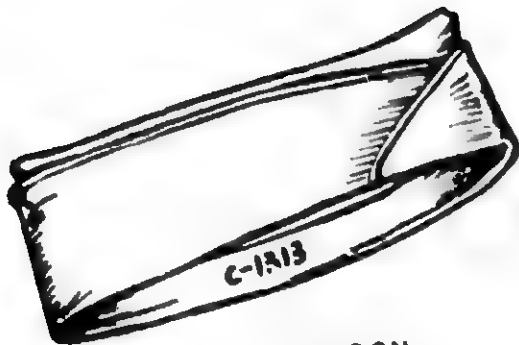


2. Print letter and number carefully.



BLOUSE, MACKINAW,
RAINCOAT & OVERCOAT,
JACKETS, SHIRTS &
ONE PIECE SUITS -
MARK WHERE CLOTH
IS DOUBLE

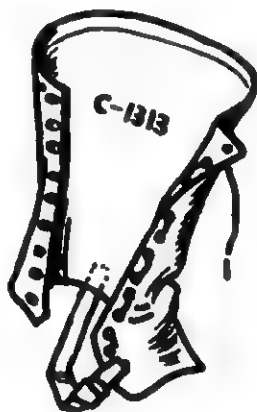




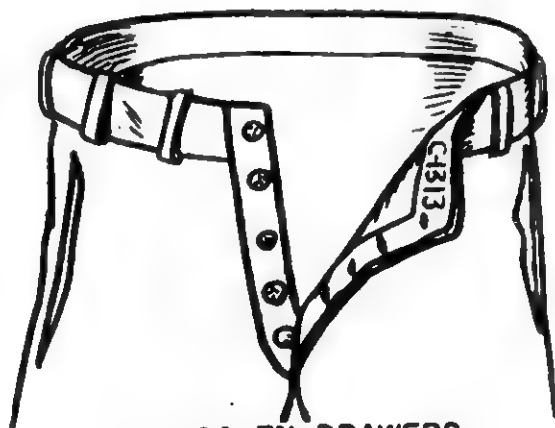
CAP - GARRISON
HAT - HERRINGBONE TWILL
CAP - HERRINGBONE TWILL



HELMET - LINER ONLY



LEGGINGS



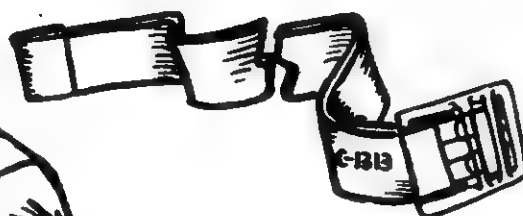
WOOLEN DRAWERS,
TROUSERS AND SHORTS
(MARK IDENTICALLY)



SHOES - OVERSHOES
(USE PAINT)



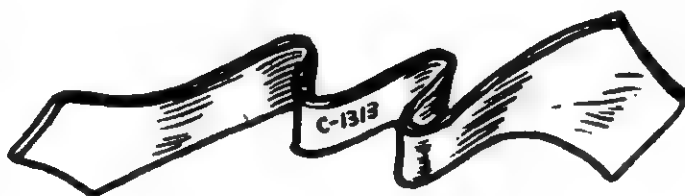
SOCKS



BELT, WEB, WAIST



UNDERSHIRT,
COTTON & WOOL

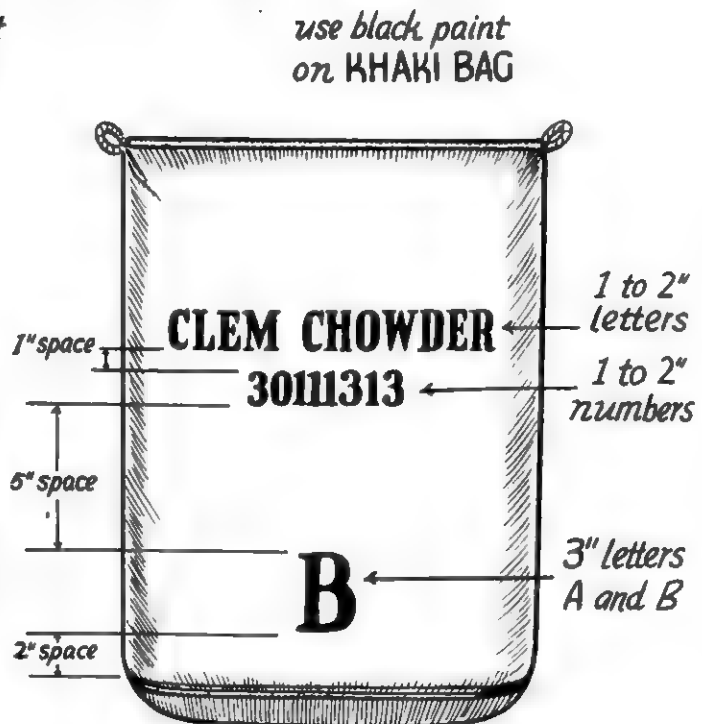
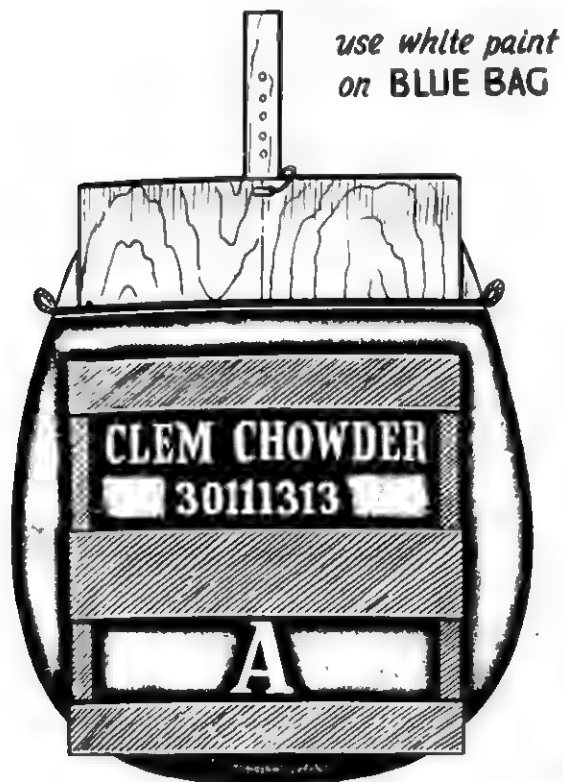


TIES

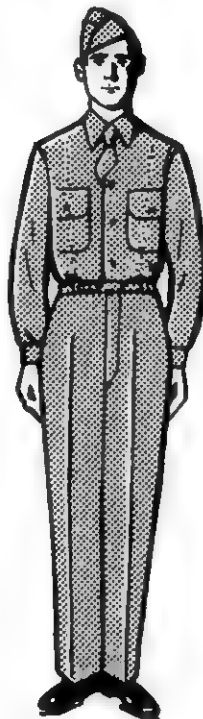


HANDKERCHIEFS

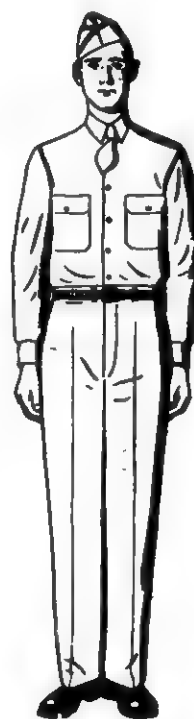
CORRECT PROCEDURE for MARKING BARRACKS BAGS USING STRETCHER AND GUIDE



Class "A"



Class "B"



Class "C"



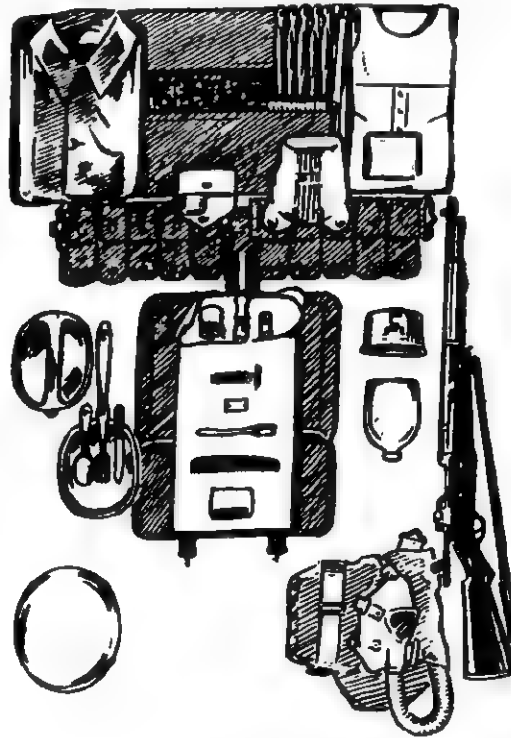
Class "D"

CLASSES OF UNIFORMS

*Tip of First Aid
Packet Showing.*

*Remove Shaving
Stick From
Container -*

*Line up Front of
Helmet and Chin
of Gas Mask
With Rifle Butt.*



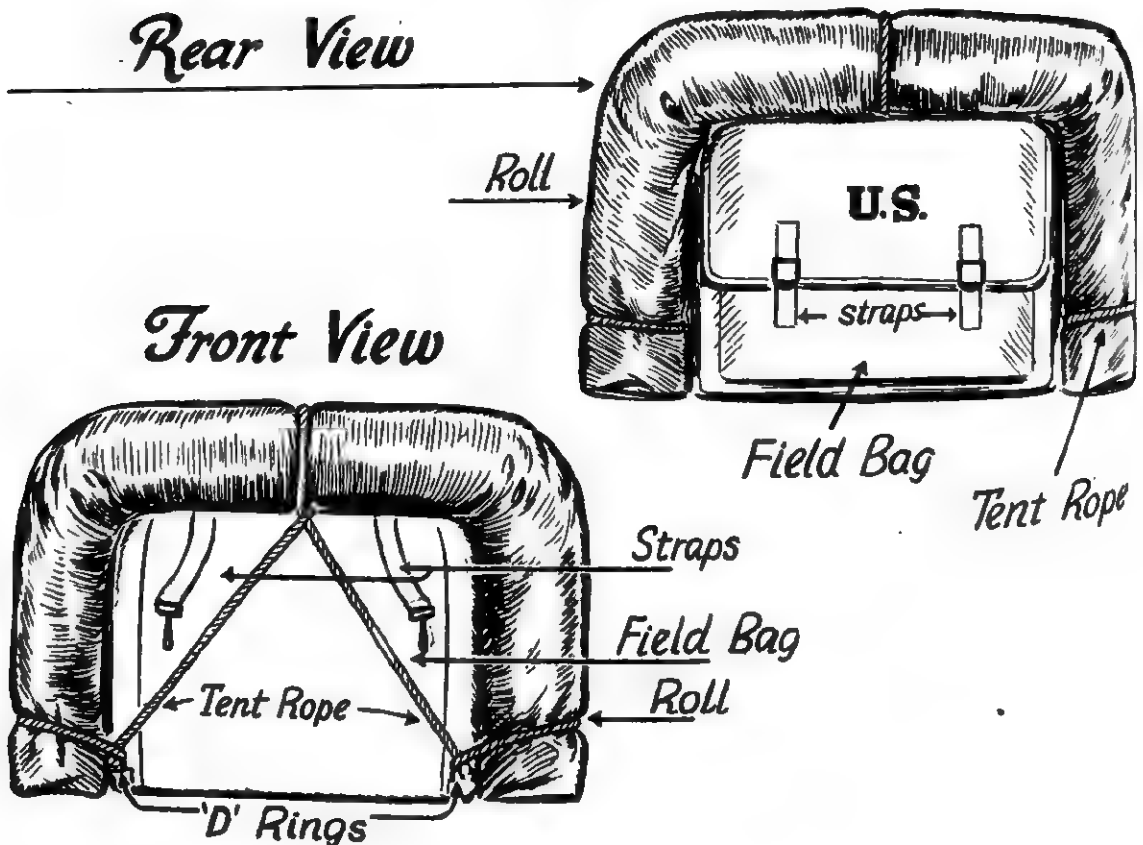
*Rough Edges of
Blanket Same
End As Underwear
Handkerchief on
Fly of Shorts*

*Grooved Side of
Canteen and Cup
Face Down At
Center of Rifle.*

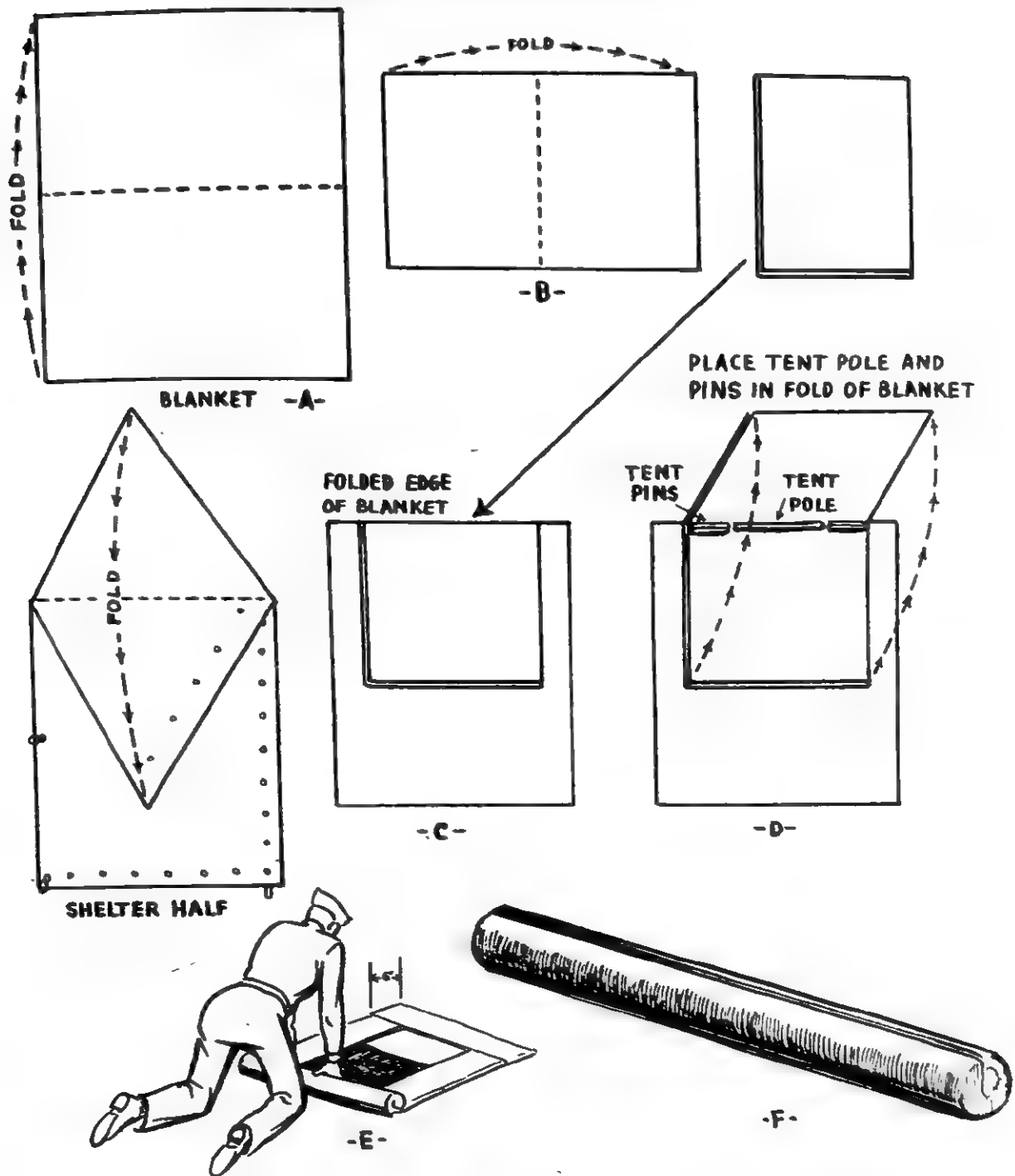
Rear View

Roll

Front View



MAKING THE ROLL

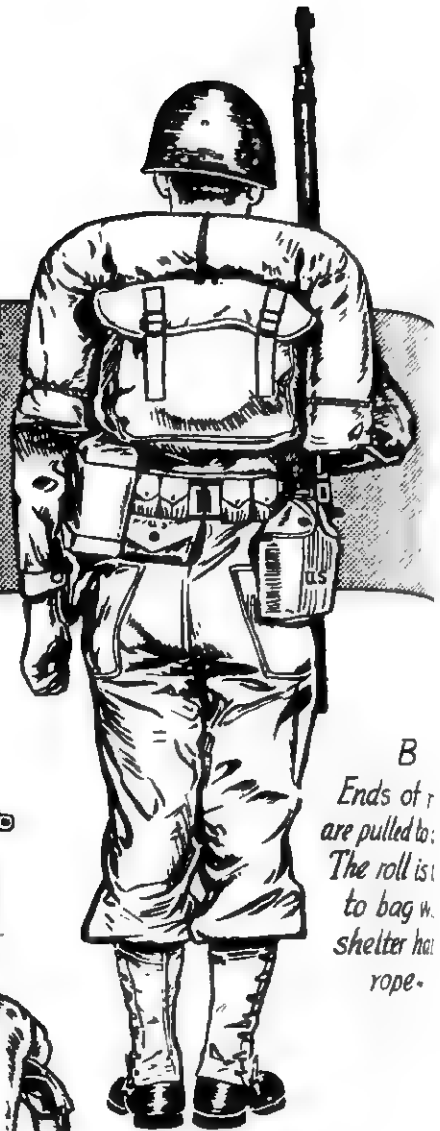


- (A) Fold blanket once parallel to its short side.
- (B) Now, fold it in the middle bringing the ends together.
- (C) Place blanket folded edge toward you on shelter half.
- (D) Turn back top fold of blanket and place tent pole in center of fold. Place pins to right and left of pole. Be sure to leave space between pole and pins, so that completed roll will bend into a "U" shape.
- (E) Fold sides of shelter half over blanket, fold 6 inches from far end, roll the roll into folded end of shelter half, thus making an envelope.
- (F) Completed roll.



A
Note suspender
D rings are
Well forward.
Gas mask
shoulder strap
on outside.

Front View



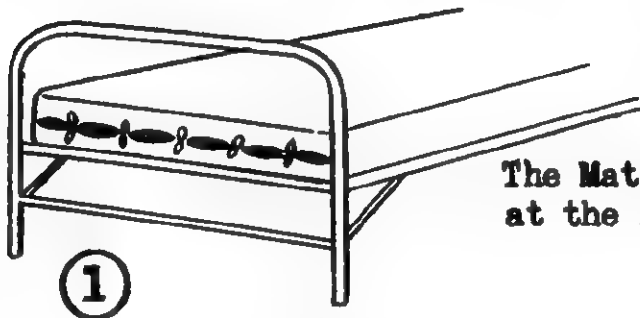
B
Ends of r
are pulled to:
The roll is
to bag w.
shelter ha
rope.

Rear View

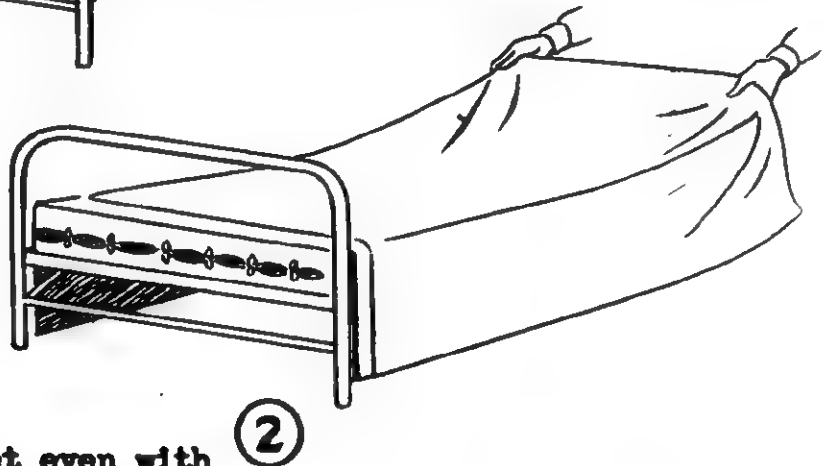


Side View

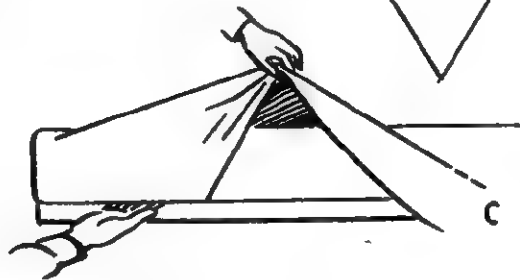
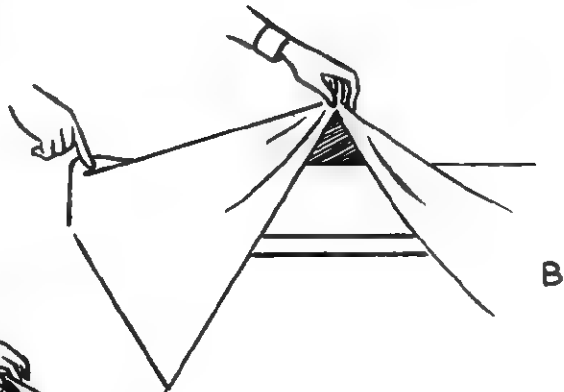
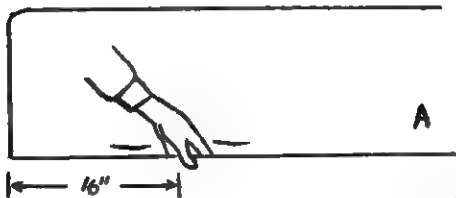
THE *Correct Way* TO MAKE YOUR BUNK



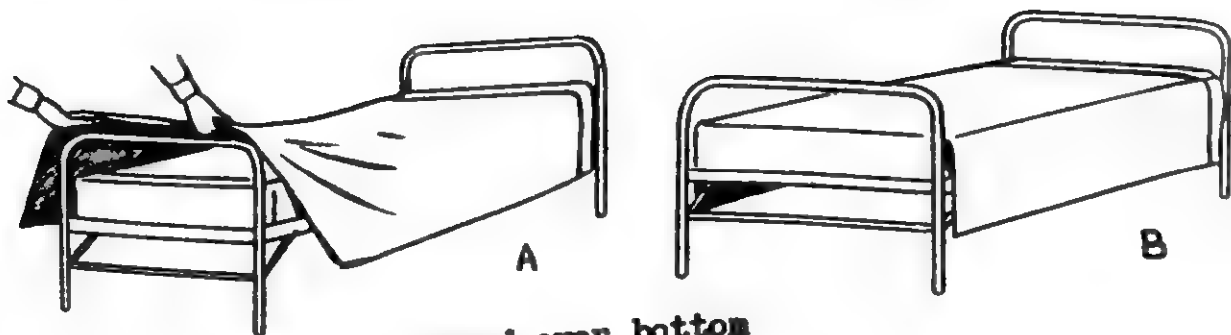
The Mattress Cover is tied at the foot.



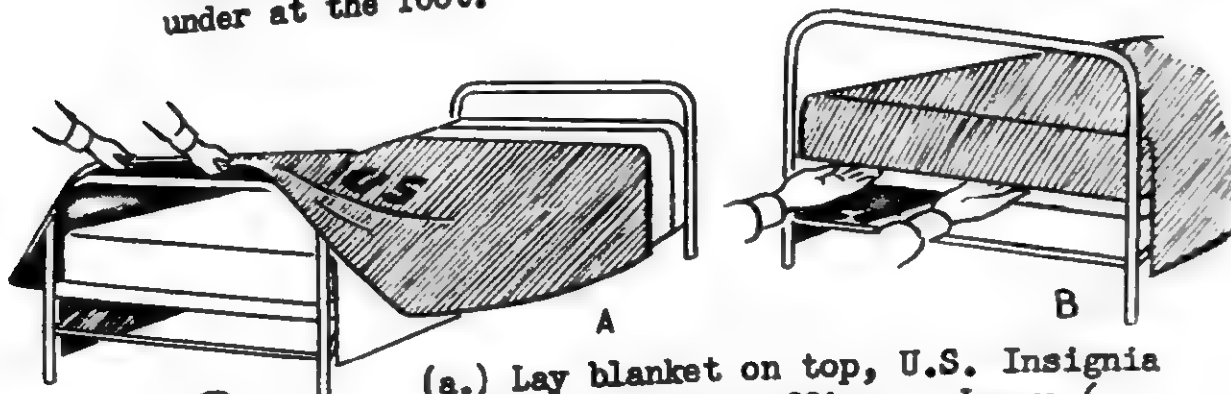
Pull bottom sheet even with foot of mattress and tuck under at head.



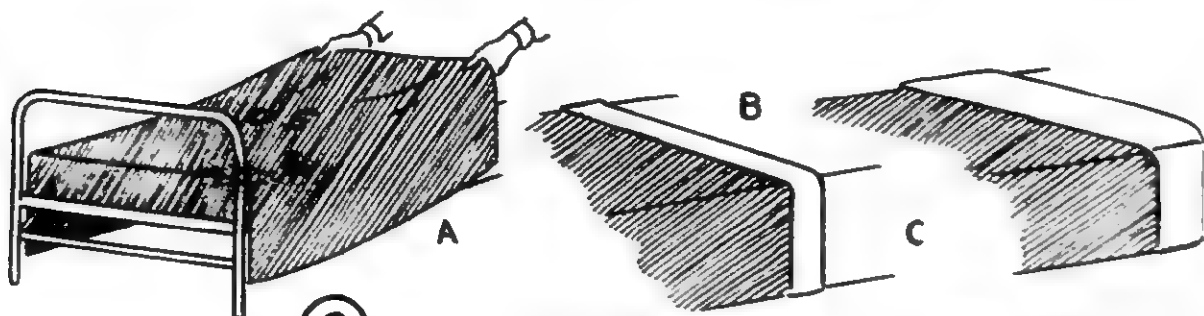
③ Fold corners: (a.) Hold sheet 16 inches from head of bunk. (b.) Place one finger on top of corner lifting sheet up with other hand. (c.) Tuck lower drape under mattress. (d.) Hold corner in place and bring sheet over. (e.) Tuck under.



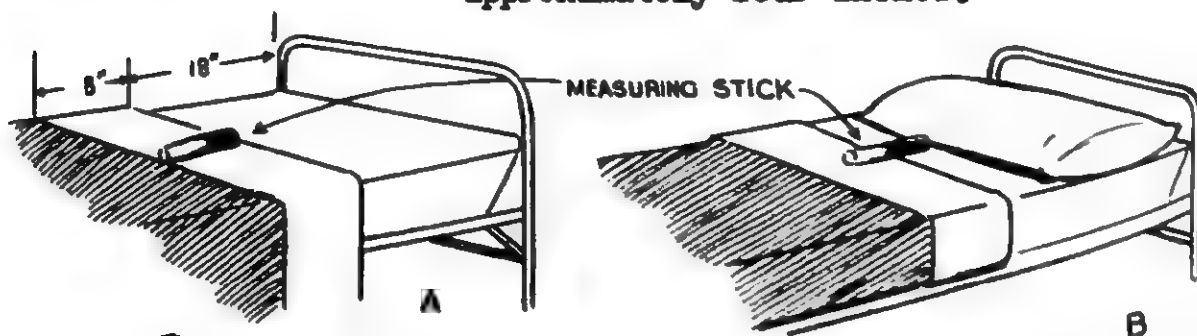
- ④ Top sheet is placed over bottom sheet, wide seam at head, even with top of mattress and tucked under at the foot.



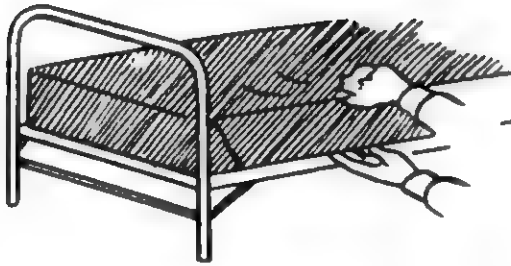
- (a.) Lay blanket on top, U.S. Insignia facing inspecting officer. Leave 6 inches between top edge of blanket and sheet. (b.) Fold under same way as sheet.



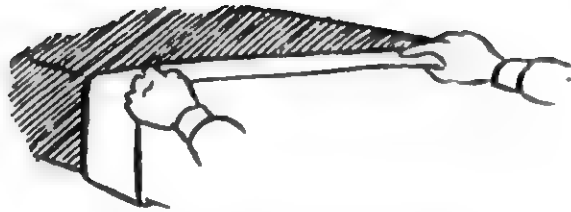
- ⑥ (a.) Stretch blanket to inner edge of seam. (b.) Fold seam over blanket. (c.) Fold both sheet and blanket over approximately four inches.



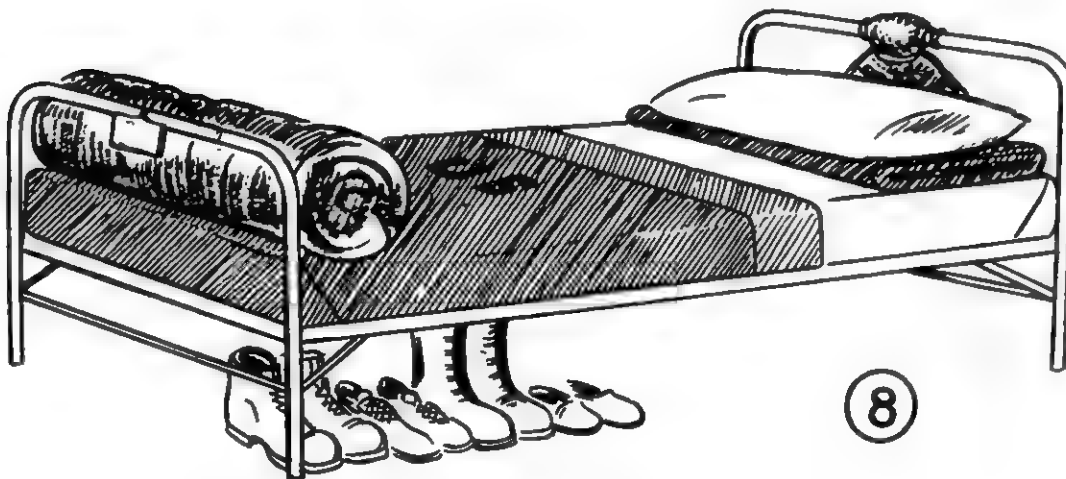
- ⑦ (a.) Fold over again leaving 18 inches from fold to head of mattress. Fold is 8 inches wide, 4 inches from pillow to fold. (b.) Fold corners same as sheets. Grasp sheet and cover and fold both completely under mattress.



Tighten by pulling
one side & taking up
the slack underneath.



Remove all wrinkles
by pulling up tight
toward head of bunk.



Tie Tag & Duffle-bag as
indicated in picture above.
Shoes laced and tied and in
line. Comforter rolled.

If you're like Clem
you will be a little
confused the first day.



DEFENSE AGAINST AIR ATTACK

No matter where you are you must know how to protect yourself against an air attack. Air attacks generally develop quickly, giving you little time to think; you must train yourself so that when an attack comes you will do the correct thing automatically.

* * * * *

A. ACTIVE (Positive) Defense Against Air Attack:

You will fire on low-flying airplanes with your rifle or carbine, unless otherwise ordered by your unit commander.

The secret of Active Defense is FIRE POWER

Small Arms Fire against low-flying airplanes serves three (3) purposes:

1. It may bring down the plane



2. It tends to keep the planes high



3. It discourages further attacks



B. PASSIVE (Negative) Defense Against Air Attack:

The secret of Passive Defense is DISPERSION

Other effective measures include:

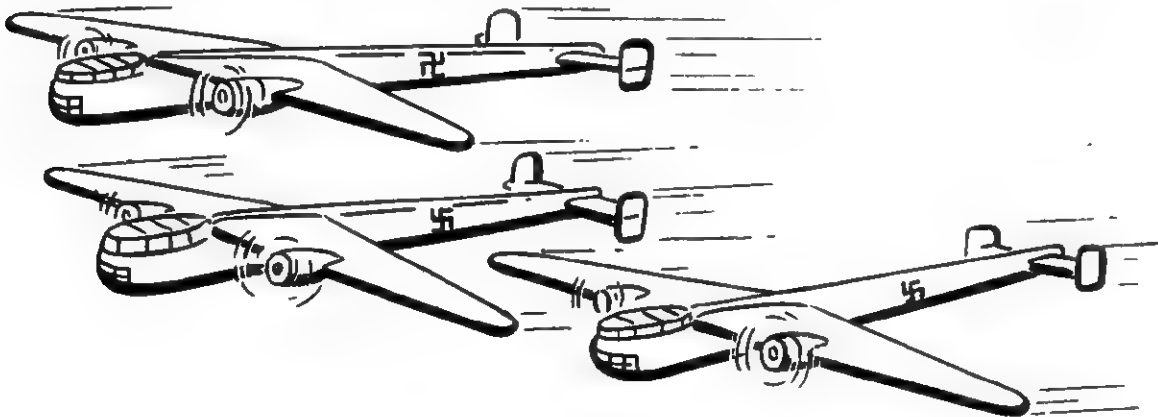
1. Cover _____
2. Concealment _____
3. Warning _____

What would you do if caught in the open without any protection fall flat in the ground

What types of air attack are there bombing, strafing, and gas.

IF YOU ARE MARCHING ON A ROAD REMEMBER:

1. Get as far off the road as possible.
2. Do not hide in the ditches that line the road.

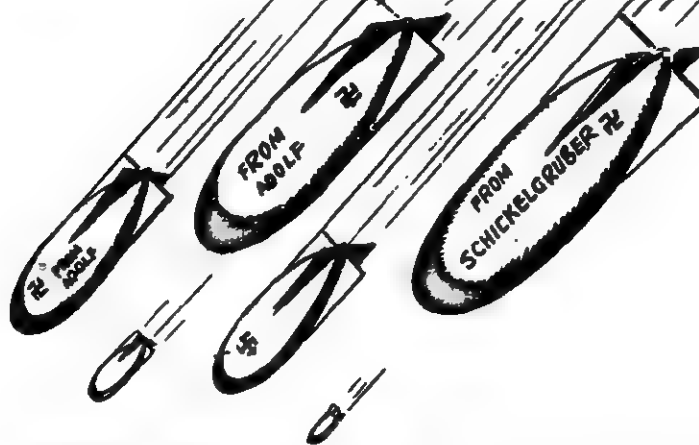


3. Do not remain in parked vehicles or take cover under them.

4. DEPLOY

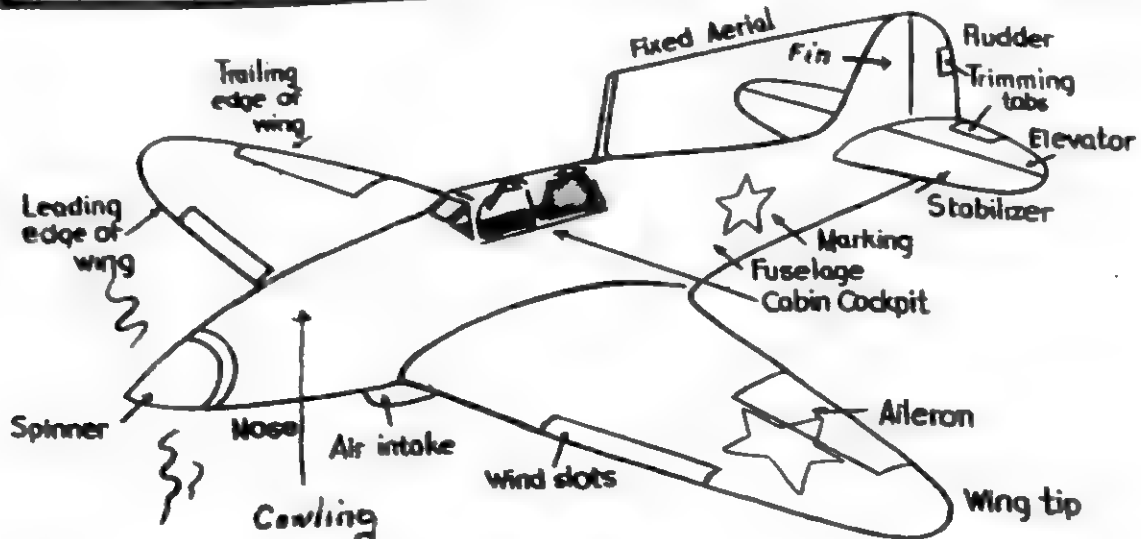


5. Seek cover and concealment.











6. Don't bunch. Keep away from your buddies.
7. Don't look up.
8. Keep down low.
9. Man your piece and give the pilot a warm reception.











GENERAL IDENTIFYING CHARACTERISTICS OF AIRPLANES



NOMENCLATURE OF AIRPLANE

			
Rectangular	Leading edge swept back	Wings swept back	Round tip
			
Tapered	Elliptical	Square wing tipped	Notched tail

WING AND TAIL SHAPES

		
Horizontal	Single fin and Rudder	Low wing
		
Dihedral	Double fin and Rudder	Mid wing
		
Inverted gull wing		High wing
		
Gull wing		Parasol

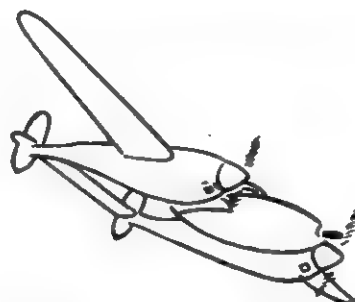
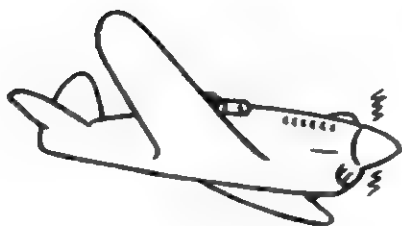
WING AND TAIL TYPES

THESE ARE FOUR OF OUR MOST WELL-KNOWN AIRCRAFT

Learn to identify them by WEFT

Curtiss P-40F

Lockheed P-38 (Lightning)

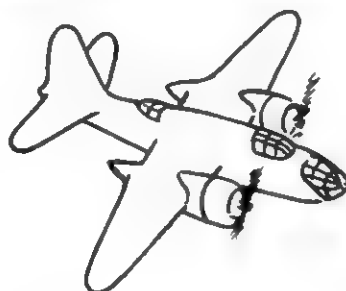


1. Wings.....
2. Engine.....
3. Fuselage.....
4. Tail.....

1. Wings.....
2. Engine.....
3. Fuselage.....
4. Tail.....

Boeing B-17E (Flying Fortress)

Douglas A-20A (Boston)



1. Wings.....
2. Engine.....
3. Fuselage.....
4. Tail.....

1. Wings.....
2. Engine.....
3. Fuselage.....
4. Tail.....

NOTES ON SMALL-ARMS FIRE

1. Maximum effective range of rifle against aircraft is
.....yards.
2. Correct firing position is.....
.....
3. The.....sight is used in firing at aerial
targets.
4. The average lead for overhead and non-overhead targets
is.....target lengths.
5. You will fire on low flying attacking airplanes
with your rifles unless.....








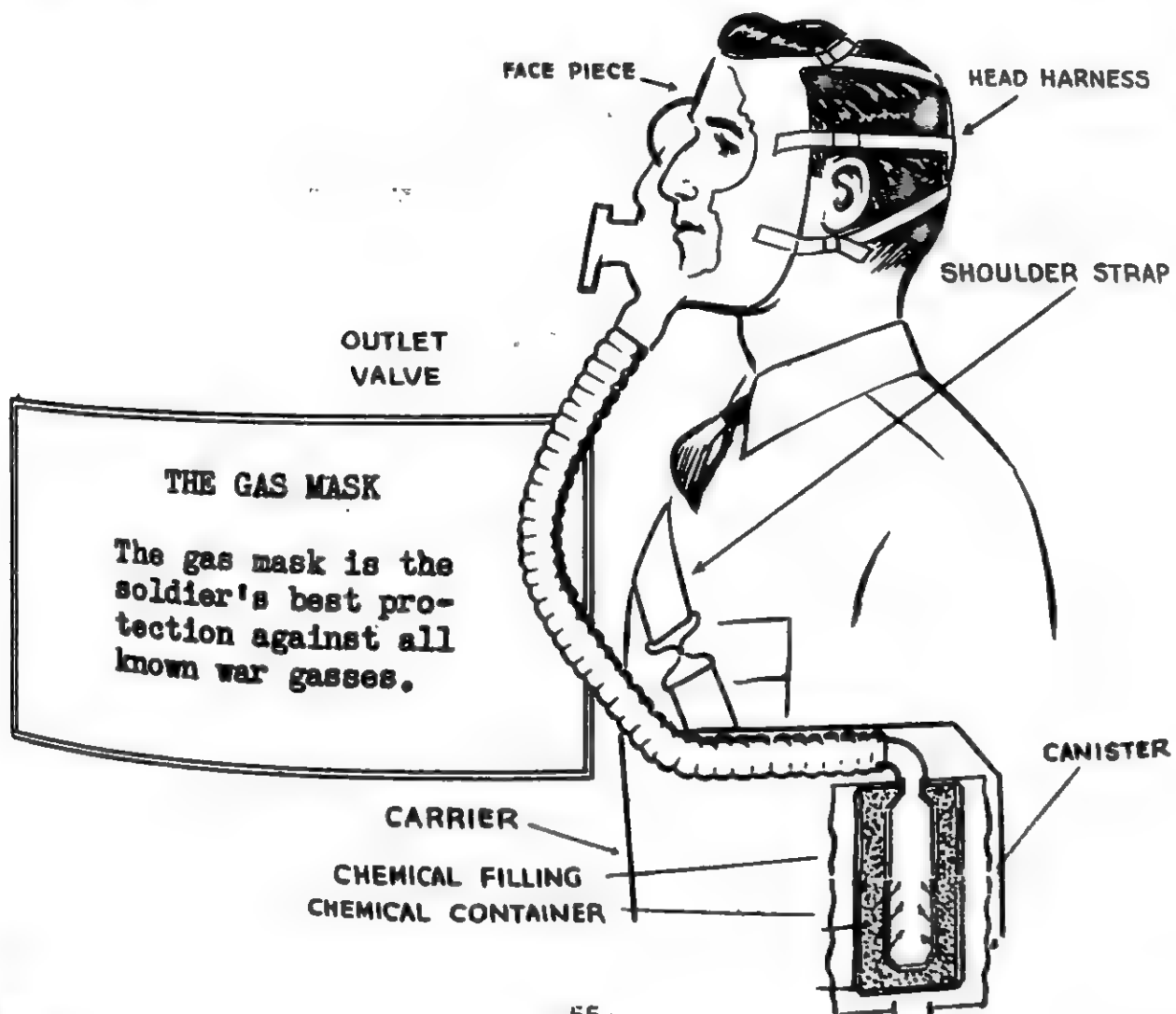
Clem says: "Any port in a storm."

DEFENSE AGAINST CHEMICAL ATTACK

Gas has not been used extensively so far in this war, but if it should be used, you MUST be able to protect yourself.

GASSES TO REMEMBER

<u>Gas</u>	<u>Odor</u>	<u>Effect on Body</u>
Mustard	Garlic 	Burns the skin, attacks the lungs.
Lewisite	Geraniums 	Burns the skin, attacks the lungs.
Phosgene	New Mown Hay 	Attacks the Lungs
Chlorpicrin	Sweetish, Like Fly-paper 	Attacks the Lungs
Chloraceto-phenone (Tear-Gas)	Apple-blossoms 	Causes eyes to water



GAS MASK DRILL



Hold your breath, Sling
Helmet on left arm and
open the carrier.



Bring facepiece up smartly
in front of face, chin high.
Grasp the facepiece firmly
between thumb & forefinger,



Dig chin into the chin-
pocket of mask, Carry
the head-harness back
over head with thumbs.



Straighten the head-harness,
molding the edges to the face-
piece to the face, forming a
tight seal.



Blow the mask clear.



Replace hat, check mask and
fasten the mask carrier.

BEFORE REMOVING AND REPLACING MASK
ALWAYS TEST FOR GAS



Take a moderately full breath, exhale part of the air breathed, and stop breathing. Stoop, bringing the face as close to the ground as possible without touching any part of the person or equipment to the ground. Insert two fingers at the right hand between face and facepiece near the cheek to permit air to enter at that point. Sniff gently but do not inhale. Resume position and clear the facepiece.

If no gas is detected, remove the helmet with the left hand and with right hand grasp the diaphragm assembly and remove. Sling mask over left shoulder and replace helmet.



Regrasp mask by diaphragm assembly. Fold hose in facepiece and insert in carrier. By shaking carrier with both hands, settle hose and facepiece into position in carrier. Refasten carrier.



Glen says: Don't move about unnecessarily during a gas-attack.

Don't talk unnecessarily during a gas-attack.

Don't bandage the eyes of a gas casualty.

Remove a gas casualty immediately from the contaminated area.

Keep a gas casualty quiet. Make him lie down.

TAKE GOOD CARE OF YOUR GAS MASK!

Never use gas mask carrier
as a store-room for miscellaneous
articles.



Only the gas mask and protective covering (when issued) should be carried in the gas-mask carrier. Inspect your mask Daily.

Fill in the following exercise:

The signal for a gas attack is percussion instrument.

In a gas attack the type of ground to seek is high.

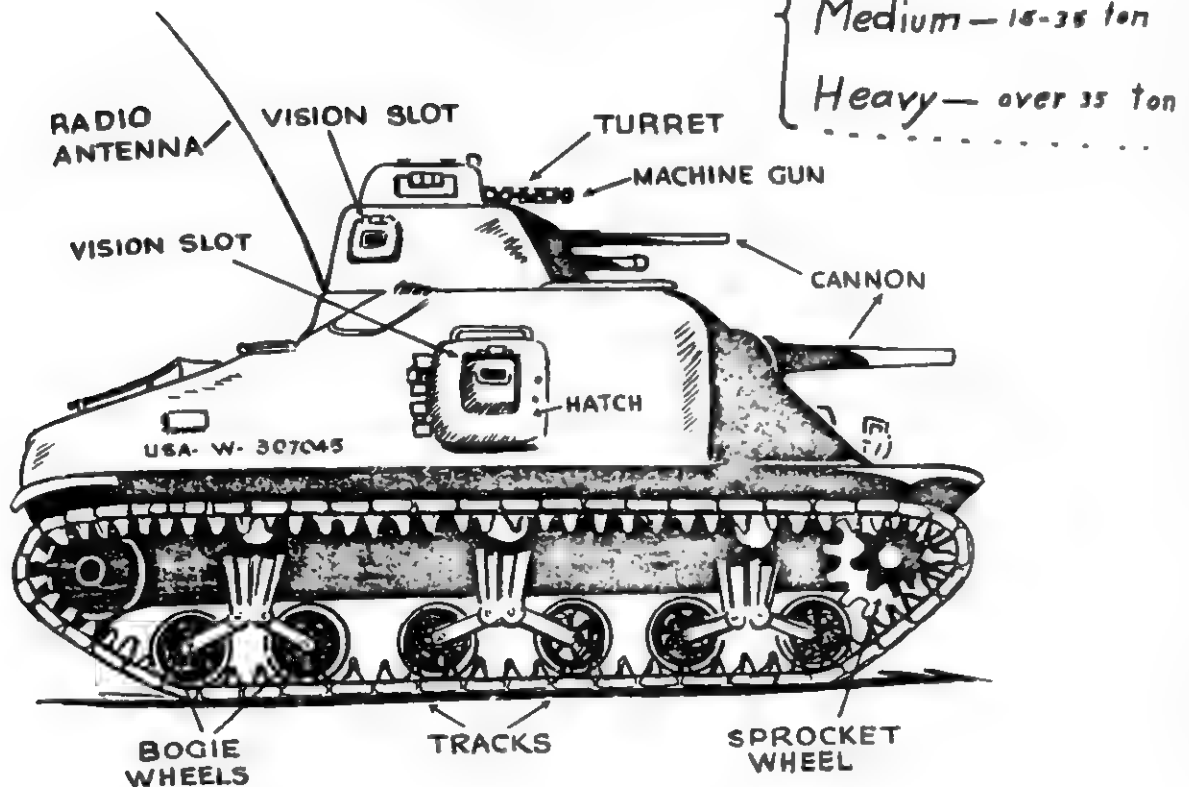
When a gas attack is made by airplanes run upwind.

The best time for a gas attack is early morning.

Your canister is good for 40 hours of actual usage.

DEFENSE AGAINST MECHANIZED ATTACK

INTRODUCING THE TANK



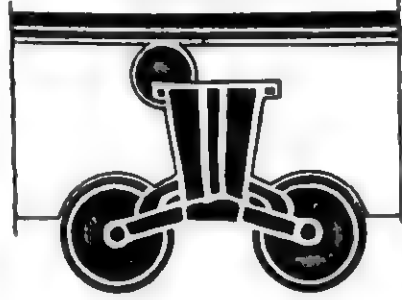
Learn to Distinguish Ours from the Enemy's

Look for:

1. General shape and size.
2. Open or closed top.
3. Turrets.
4. Wheels, track or half-track.
5. Location of drive sprocket wheel.
6. Number of bogie wheels.
7. Guns.
8. Vision and ventilation openings.

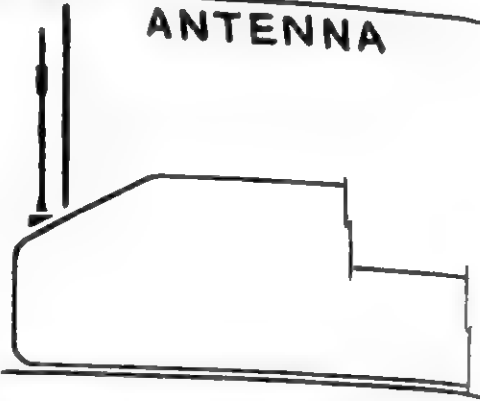
BATA

BOGIES

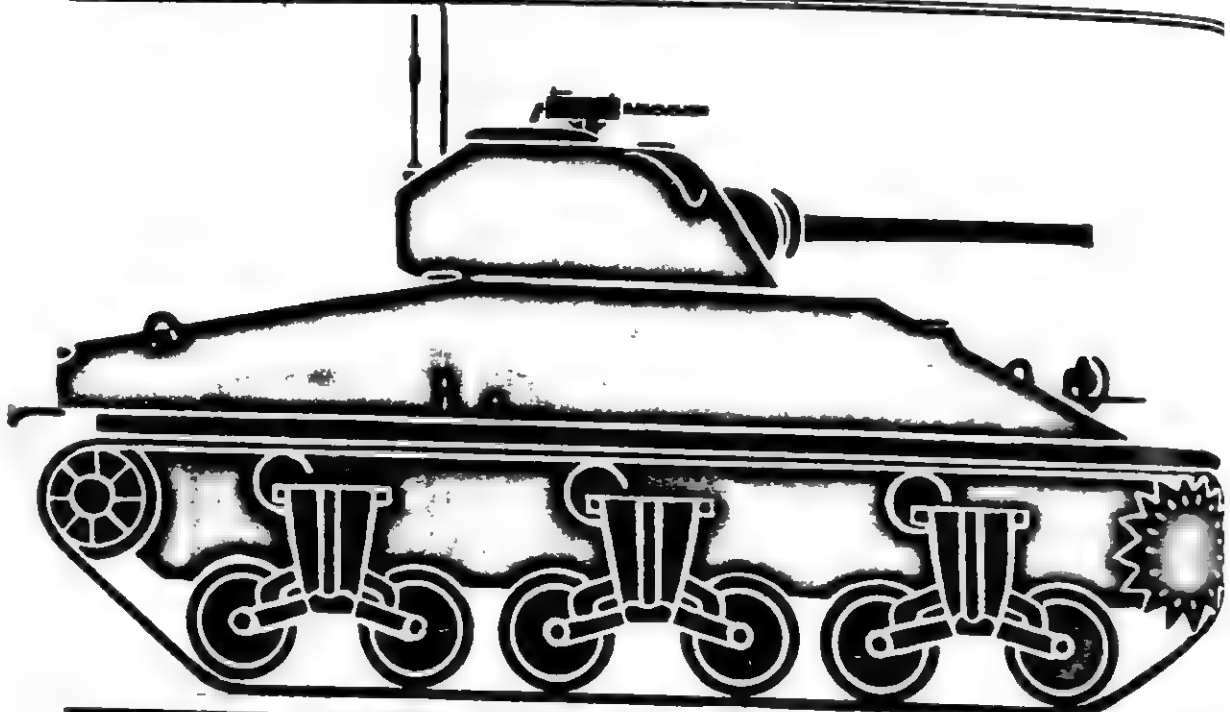


- 1- NUMBER, SINGLE OR PAIRED
- 2- SMALL OR LARGE
- 3- SPACED EVENLY
- 4- COVERED OR EXPOSED

ANTENNA



- POSITION OF ANTENNA
- 1- ON REAR OF TURRET
- 2- SIDE OF TURRET
- 3- REAR OF VEHICLE

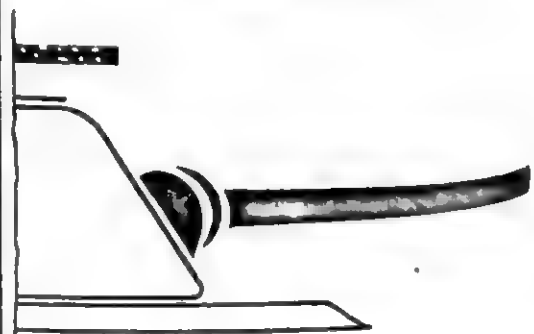


TURRET



- 1- NUMBER OF TURRETS
- 2- POSITION ON HULL
- 3- CUPELO
- 4- ROUNDED OR SHARP CONTOURS

ARMAMENT



- 1- HOW MANY GUNS
- 2- WHAT TYPE OF MOUNT
- 3- ANTI-AIRCRAFT

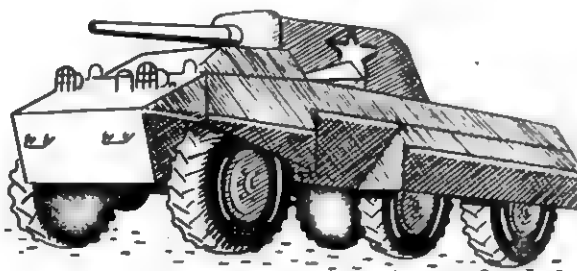
THESE ARE FOUR OF OUR WELL KNOWN ARMORED VEHICLES

Learn to Identify them by BATA

Scout Car M-3A1



Armored Car M8



1. Bogies none - 4 wheels

2. Antenna right rear

3. Turret Open Top
1 mg gun over windshield

4. Armament 1 or more mg guns in rear

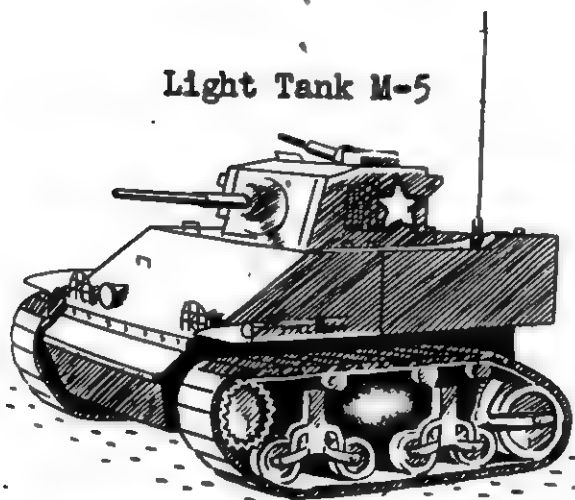
1. Bogies none - six wheels

2. Antenna _____

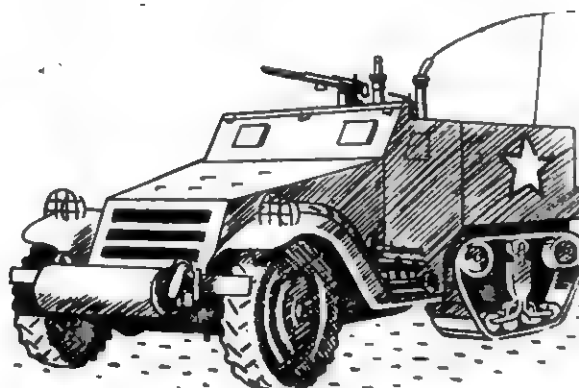
3. Turret _____

4. Armament _____

Light Tank M-5



Car Half-Track M-2



1. Bogies 4 in pairs

2. Antenna Left rear of turret

3. Turret sloped, square

4. Armament 37mm gun
30 cal mg gun } turret
2-70 cal mg gun in hull

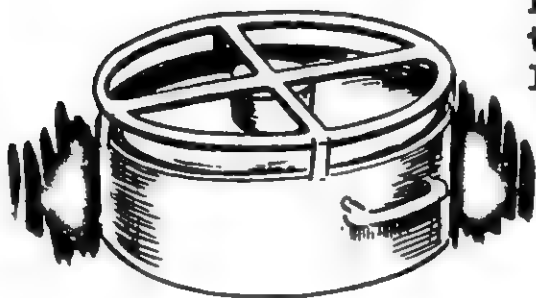
1. Bogies 4 in pairs

2. Antenna rear

3. Turret open

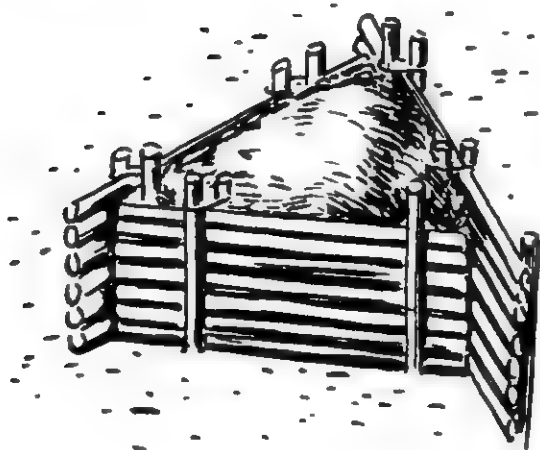
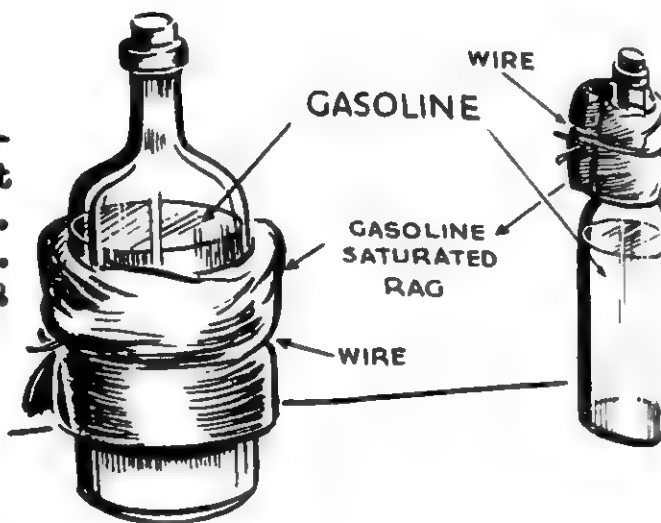
4. Armament three mg guns

WHAT WE ARE SERVING THE AXIS TANK THIS YEAR

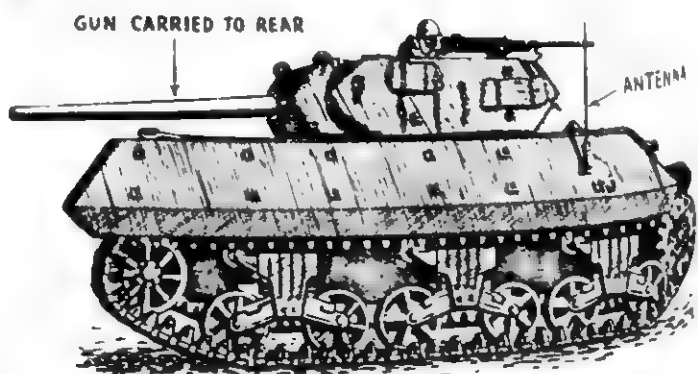


This is a ~~land mine~~ ^{mine}.....
Tank Commanders say that it gives them a lift and leaves them trackless.

These little drinks are guaranteed to warm up the coldest Nazi. Remember to serve hot. These are known as.....
...*Mrs. A. Fox, can't be tailed*



This non-portable bar is one of our finest streamlined varieties. Tired Jap tanks gather here, and are served some of our choicest drinks. Its name is.....
.....



For tanks with a hang-over. This will give them a thorough cleaning out. What is its name?.....

INTERIOR GUARD

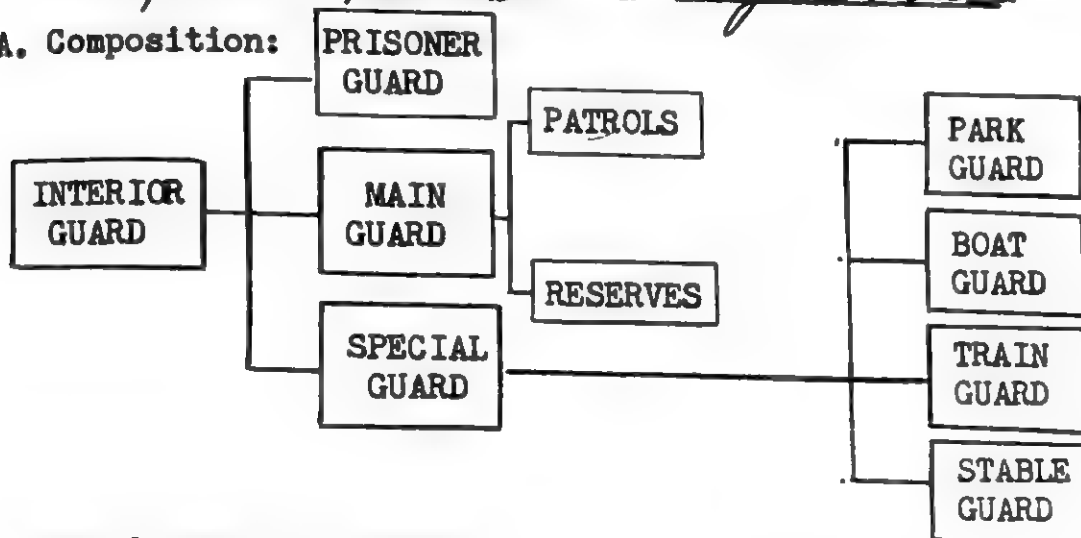
Introduction:

The Interior Guard performs duties for military personnel similar to those performed by the police force in civilian life.

The three (3) principal duties of the Interior Guard are:

1. To protect property.
2. To preserve order.
3. To enforce police regulations.

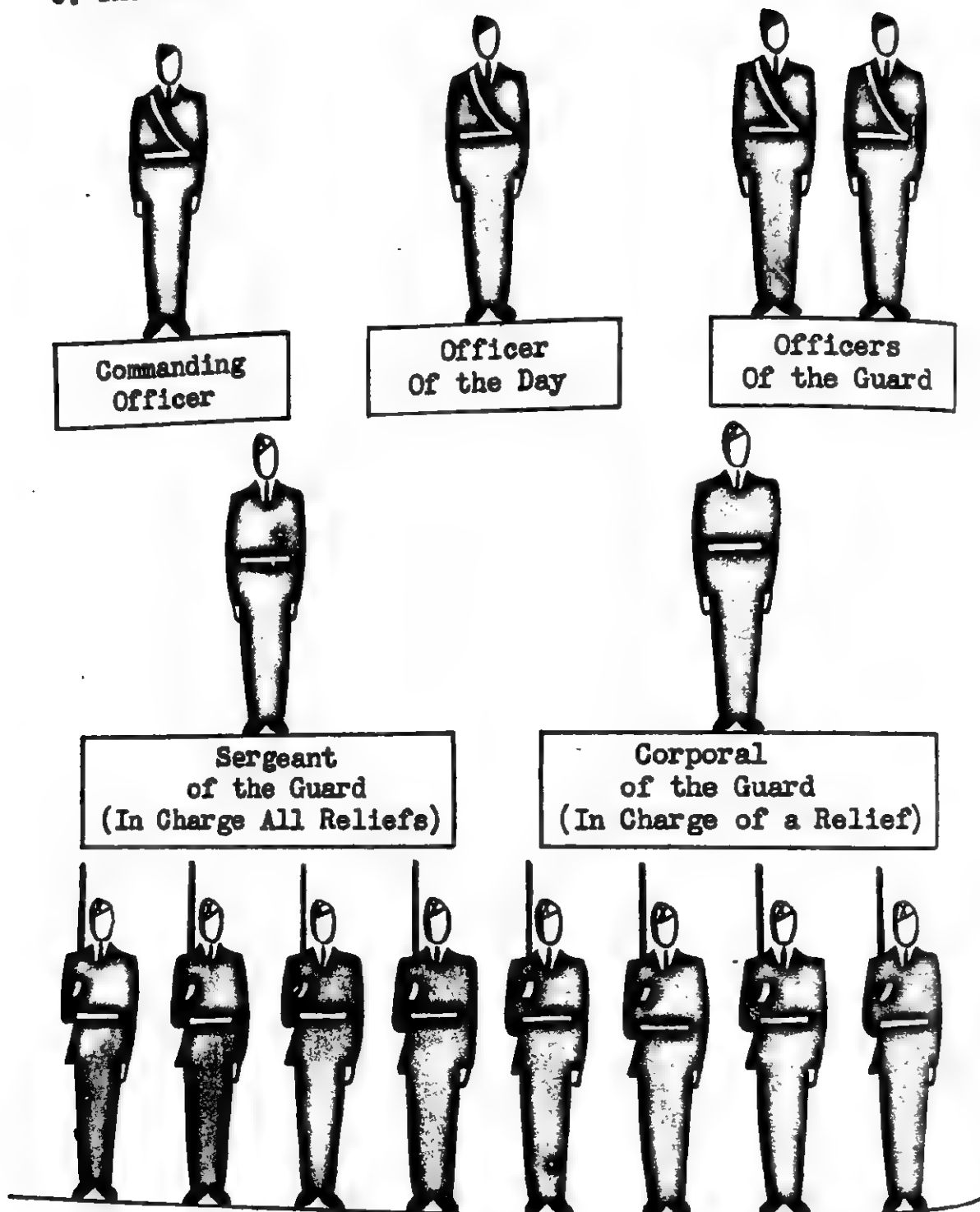
A. Composition:



B. Challenging Procedure:

<u>At a Distance of</u>	<u>The Sentinel Says:</u>	<u>The Person Challenged</u>
30 Paces	"Halt! Who is There?"	Replies: "Soldier (or officer or civilian) of the Post."
30 Paces	"Advance, Soldier of the Post, to be recognized."	Advances
6 Paces	"Halt."	Halts.
6 Paces	"Have you any means of identification?"	Shows identification card or dog-tags.
6 Paces	"Advance!"	Advances past the sentinel and proceeds on his way.

C. The Chain of Command:



Privates of the Guard
(Each Patrols a Post)

D. Orders: (To be Filled In)

There are two classes of orders:

1. General
2. Special

Explain the difference between them:

General orders apply to all posts.
Special orders apply to only one post.

E. General Orders:

1. To take charge of this post and all Government property in view.
2. To walk my post in a military manner, keeping always on the alert and observing everything that takes place within sight or hearing.

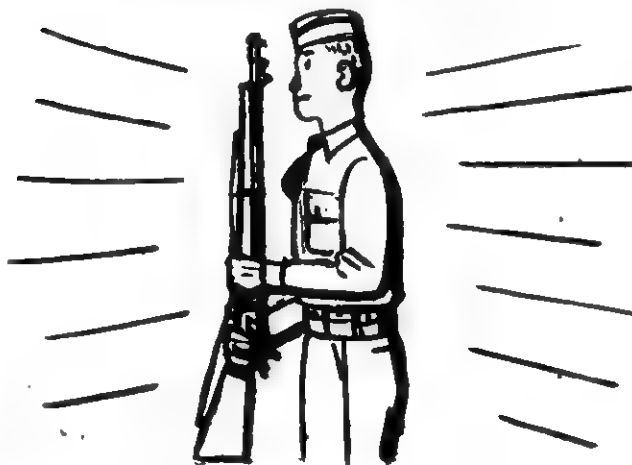


5. To quit my post only when properly relieved.

6. To receive, obey, and pass on to the sentinel who relieves me all orders of the Commanding Officer, Officer of the Day, and Officers and Non-commissioned Officers of the Guard only.



9. To call the Corporal of the Guard in any case not covered by instructions.
10. To salute all officers and all colors and standards not cased.



3. To report all violations of orders I am instructed to enforce.
4. To repeat all calls from posts more distant from the guardhouse than my own.



7. To talk to no one except in the line of duty.
8. To give the alarm in case of fire or disorder.



11. To be especially watchful at night and during the time for challenging, to challenge all persons on or near my post, and to allow no one to pass without the proper authority.

INDIVIDUAL SECURITY, SCOUTING AND PATROLLING

A. Introduction:

Security in civilian life is primarily provided by the police force and the fire department. Other forms include burglar and fire alarms, traffic lights and various kinds of emergency communication systems.

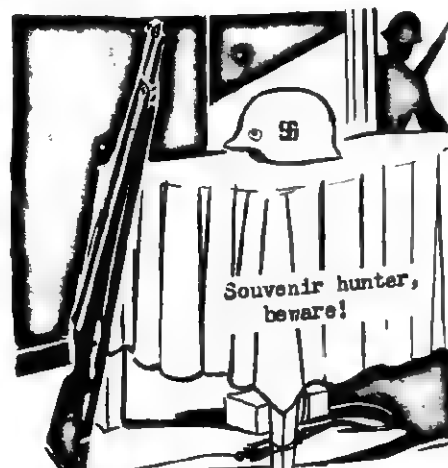
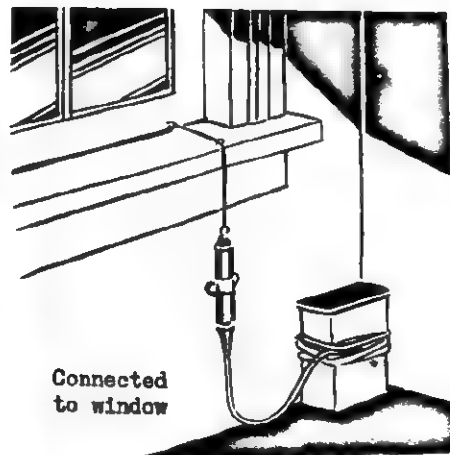
Security in the Army means the use of all protective measures against the action of the enemy. Each soldier must learn to rely upon himself and the other men in his outfit.

Security is provided through (1) Cover and Concealment and (2) Proper use of weapons and equipment.

Concealment is anything that hides one from enemy view.

Cover is protection from small arms fire

BEWARE OF BOOBY TRAPS



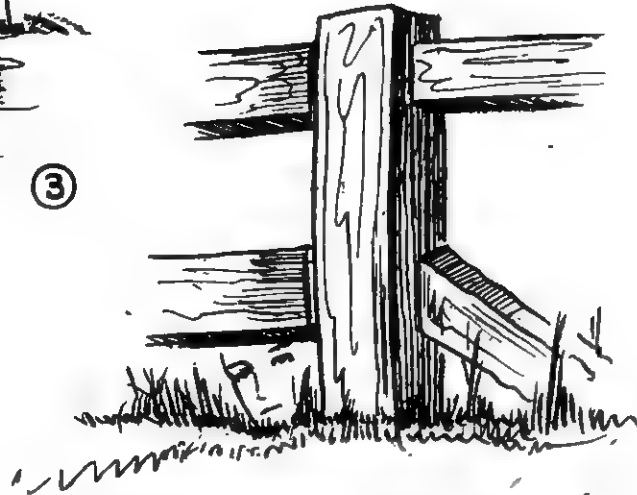
COVER AND CONCEALMENT



Correct observing position prone around right side of tree.



From ditch observe over broken edge with background.



Observe prone under cross bar of fence.



Observe over a crest at a point where it is broken or grassy.

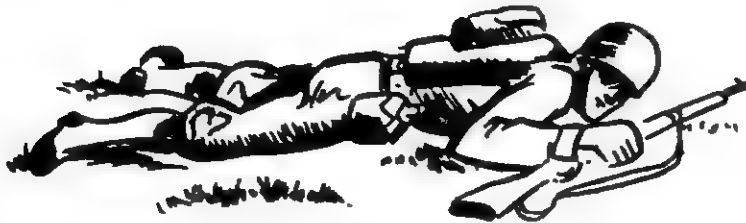


Observe prone around right side of rock.

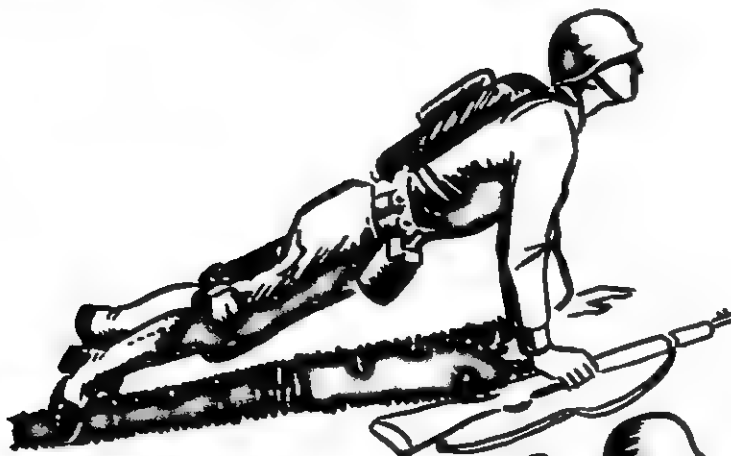
TO MOVE FORWARD AT A RUN FROM PRONE POSITION



From the prone position



draw hands back



extend the arms



throw the right leg forward

and jump off to the right front,
then run bent over with the left
shoulder forward.



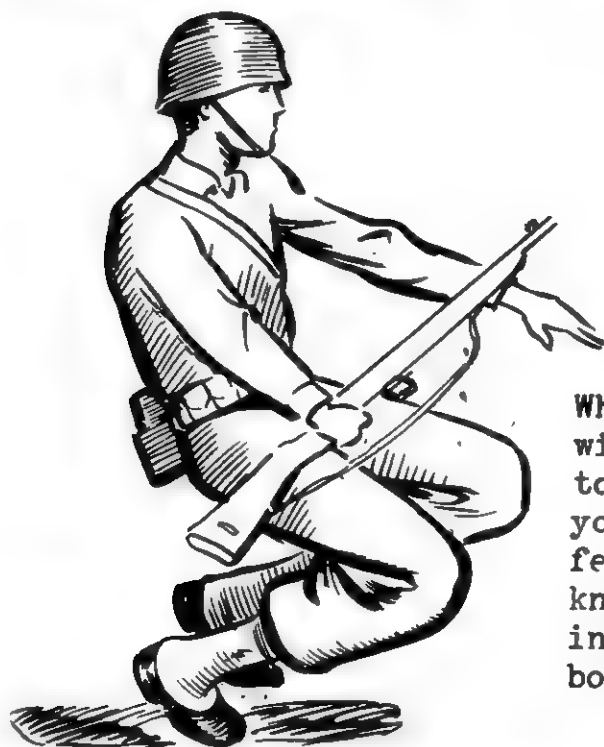
DROPPING TO GROUND FROM A RUN



From the run -----



While running, jump to a position with your feet on a line about 2 to 2½ feet apart. (This checks your forward motion). As your feet hit the ground, allow your knees to flex naturally, absorbing the shock - and starting the body towards the ground.



During this forward and downward motion of the knees, the body is bent slightly backward at the waist, this old tumblers' trick counteracts the downward motion and prevents injury to the knee caps.

The moment that the knees hit the ground, the body is thrown forward.





The weight is caught on the outstretched left hand which assists the body to the ground. The separate moves should be rehearsed until the entire procedure becomes one swift, smooth controlled operation.



INTO THE FIRING POSITION



Holding the rifle "in line" with the body, roll over to the right or left. If cover is available, creep or crawl to new position. Remember, the spot in which you dropped is watched!



INTO THE PRONE POSITION

CREEPING

RIGHT

Keep your knees behind
your buttocks.



WRONG

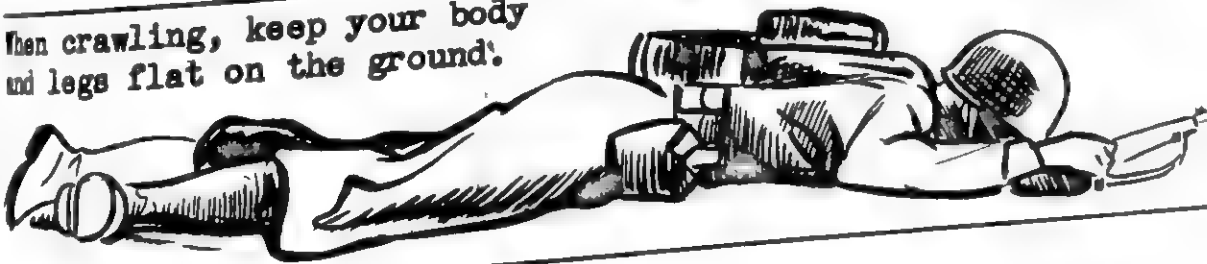
Avoid elevating your
buttocks.



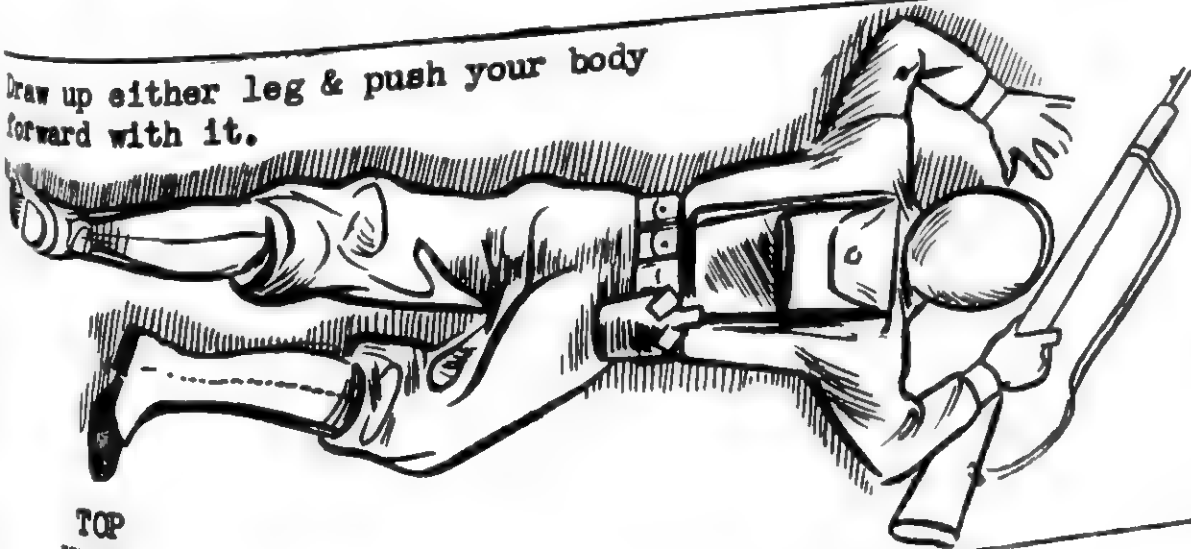
CRAWLING

When crawling, keep your body
and legs flat on the ground.

Side View



Draw up either leg & push your body
forward with it.



TOP
VIEW

C. The Sentinel:

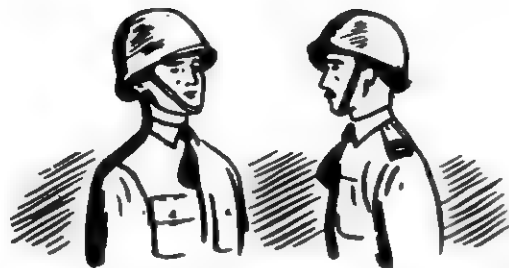
A Sentinel may be posted by a unit to insure its safety or readiness for action. A sentinel may also be a part of a security detachment sent out to protect a larger body.



1. Keep Out of Sight
2. Make No Unnecessary Noise
3. At the First Sign of Enemy Activity Notify Your Company Commander.
4. Stop Any-One You Do Not Recognize.
5. Give the Alarm by Firing Rapidly.
6. Pass on to the Sentinel Who Relieves You ALL Information Concerning Your Post.
7. At Night - Halt ALL Persons Approaching Your Post
8. When Halting a Person 'Keep Him Covered,' Until Proven Friendly.

D. The Messenger:

1. When given an Oral Message be sure you have memorized it correctly. (Repeat it to your Company Commander).



2. Locate your destination on a map. Orient yourself carefully. Use all available landmarks and terrain features to aid you.

3. Exercise extreme care to observe all the rules of Camouflage Discipline. En-route take full advantage of all available concealment.



4. If unsure of your exact position---if delayed or lost---seek the advice of an officer.

5. Carefully Note All unusual occurrences en-route. Report these changes when you reach your destination.



6. Upon reaching your objective, deliver your message. Then ask if there are any orders or messages to take back with you.

7. Report back to your Company Commander and tell him you have accomplished your mission.

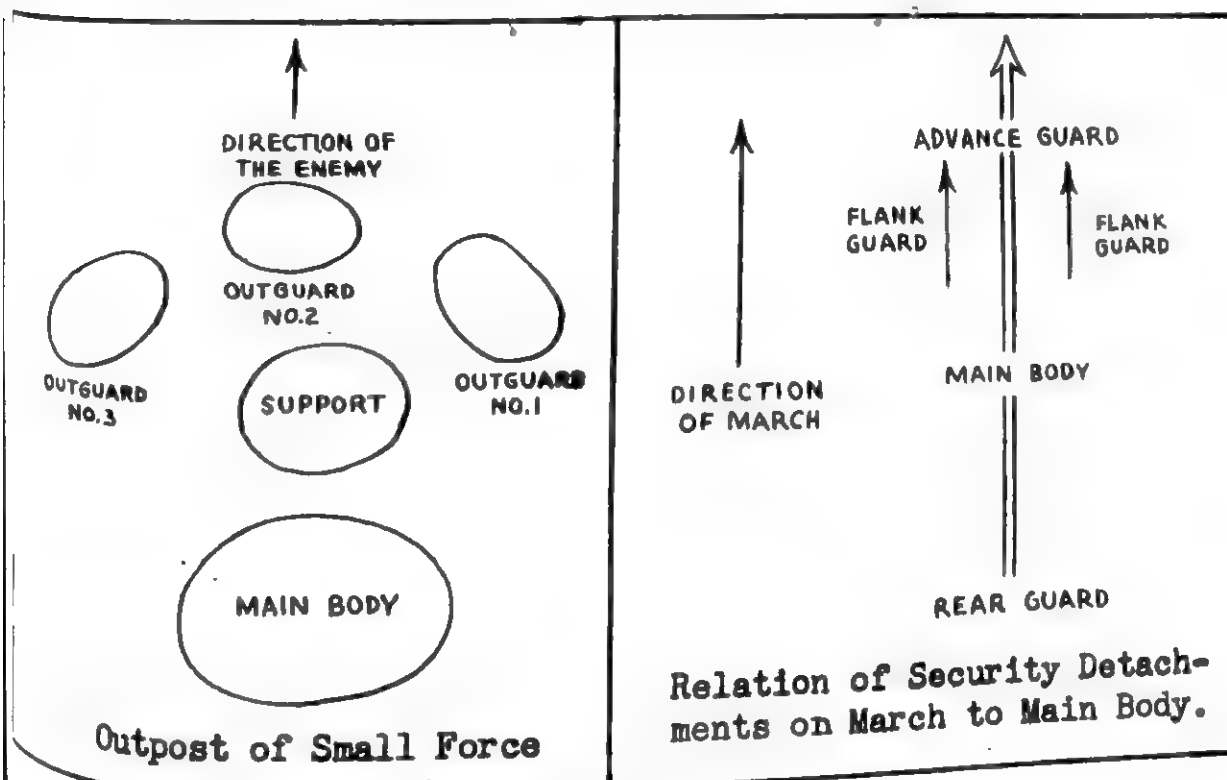


E. The Connecting File:

Contact between the different parts of a marching column or between detachments of units is usually maintained by connecting files.

Exercise: (To Be Filled-Out)

1. A connecting file usually consists of _____ soldiers.
2. One of these is placed with the _____ element. The other is placed with the _____ element.
3. Signals are repeated from _____ to _____.
4. The distance between connecting files (by day) _____



F. Security Detachments:

A commander in order to use his troops successfully must first know where the enemy is and what he is doing. This information is usually supplied by security detachments.

The principle mission of every security detachment is to prevent the main body from being surprised.

Objectives of a Security Detachment include:

1. Find out where the enemy is.
2. Find out what the enemy is doing.
3. Find out what the enemy's plans are.
4. Give adequate warning of an impending attack.
5. Delay the enemy so that the main force is adequately prepared to fight.
6. Each Security Detachment, no matter how small, must provide its own security.
7. The smallest Security Detachment is a single (one) scout.
8. Security Detachments are the eye and ears of the unit commander.

Exercise: (To Be Filled Out)

1. If wounded, but able to walk, you would _____.
2. If separated from your unit during a battle you would _____.
3. If captured by the enemy and questioned you would _____.
4. If lost or delayed while delivering a message you would _____.
5. If on a scouting mission and you discover an imminent enemy attack you would _____.

EXTENDED ORDER

In many ways a well-trained squad in Extended Order resembles any smoothly clicking college football squad.

It's up to the squad leader (or quarterback) to correctly gauge the situation and call for the most effective formation to meet it.

At his signal, the ends swing wide, the line shifts to the left or right (deployment as skirmishers) or the whole squad reverses its field or drives forward as a flying wedge.

Scouts, squad leaders and assistant squad leaders maneuver like any backfield group and sometimes, in a pinch, the whole squad will gang up on the opposition to shake loose the one man who has been especially trained to make the prize play. This might be getting important information back to the troops in the rear.

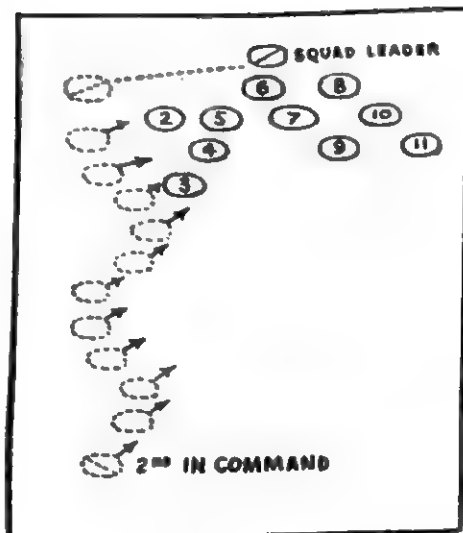
Frequently, as in broken field running, the man finds himself "on his own" and he must know the tricks of the game if he is to succeed. Many human lives often depend upon the success of his mission.

He cannot afford to underestimate an enemy who has already shown a bag of tricks which includes a wide variety of sneak plays. He has to be well prepared and know most of the answers. That is why Extended Order is an important phase of Basic Training and the smart soldier will endeavor to learn it well.

Our goal in training should be to acquire the greatest degree of efficiency with the maximum of individual and group security.



Clem Says: "In this game there are no substitutes for good training."



At the left you see how the squad

This action is reversed when the squad

to the

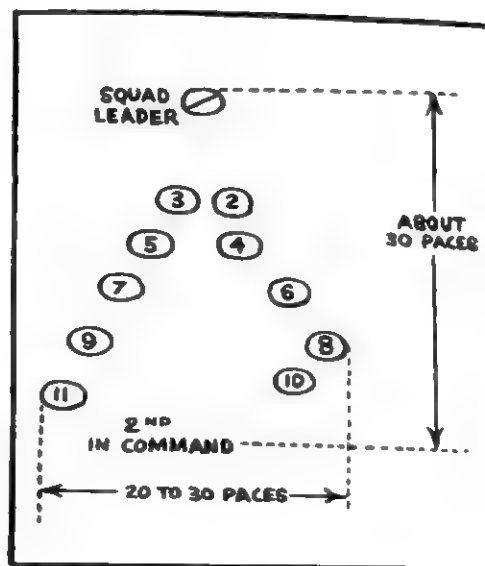
At the right you see the squad disposed as a squad wedge.

The even numbers deploy to the right.

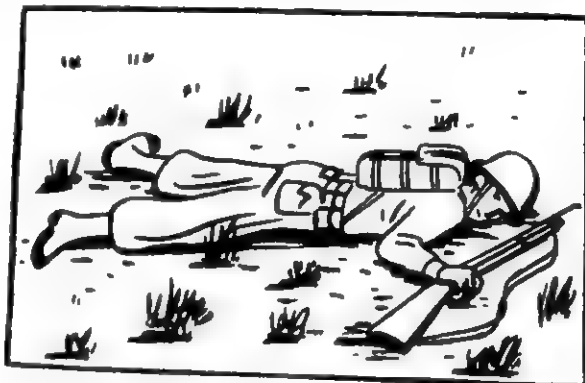
The odd numbers deploy to the left.

The squad leader places himself at the front of squad.

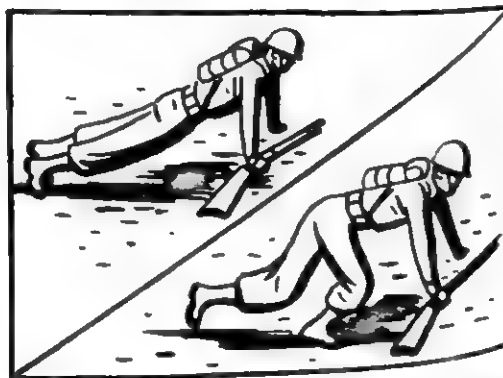
The second in command remains in the rear.



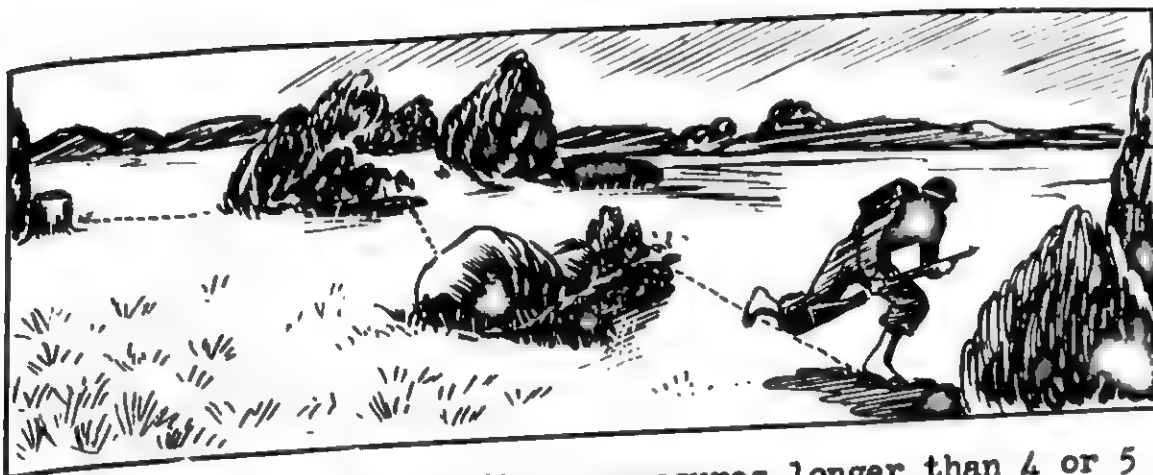
This is the proper way to jump up and run to the next cover:



Draw in your arms until your hands are opposite your head. Keep your elbows down and away from your body. Keep your head down.



Raise your body quickly by straightening your legs and arms. Shift weight to your left leg and left arm. Throw right leg forward and jump off to the right front.



Against small arms fire, exposures longer than 4 or 5 seconds should be avoided. Select, in advance, a cover-to-cover route that can be made in quick, short rushes. Run at top speed to your next cover, drop and roll over several times. Remember: the enemy is watching the spot where you dropped.



Assemble

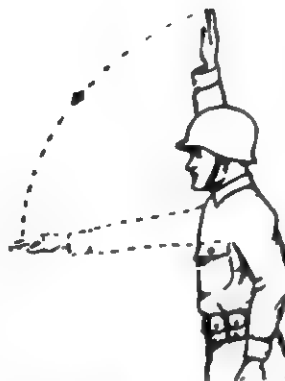
Arm Signals



**Are You Ready?
I am Ready**



**Down or
Take Cover**



**Forward
To the Right (Left)
To the Rear**



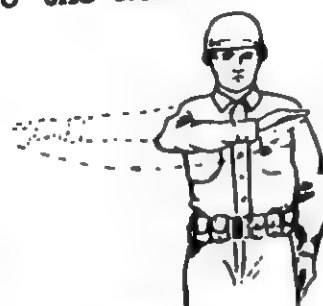
Halt



**Double Time
or Rush**



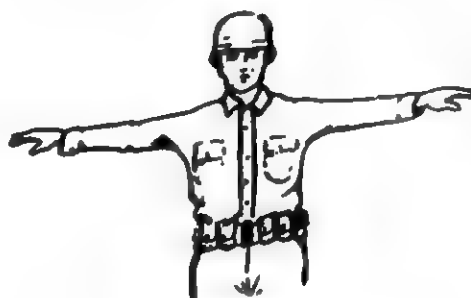
Quick Time



**Change
Direction**



Wedge Formation

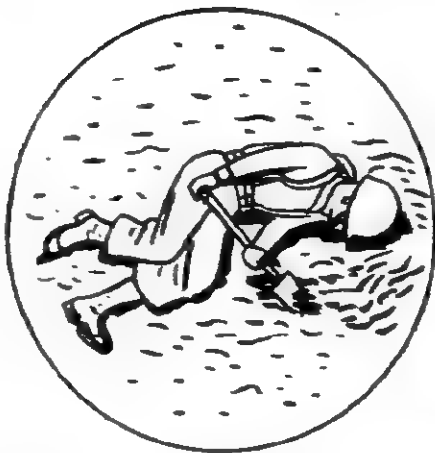


As Skirmishers

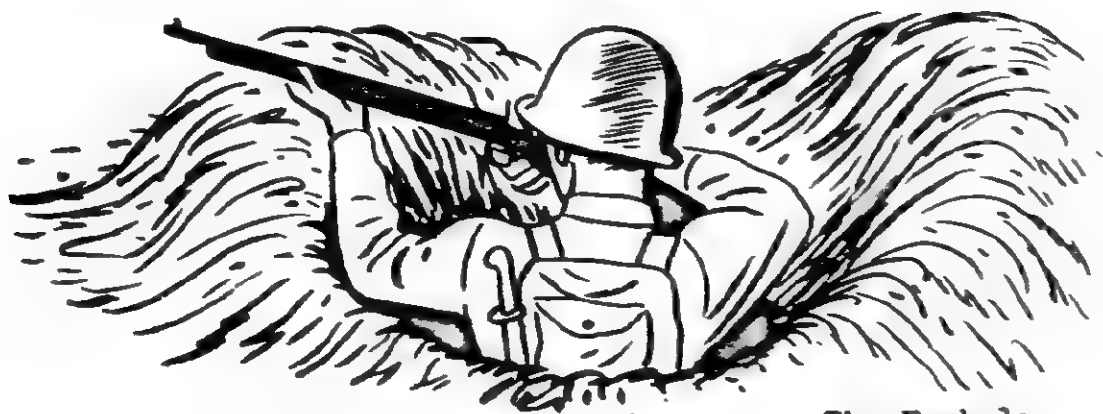
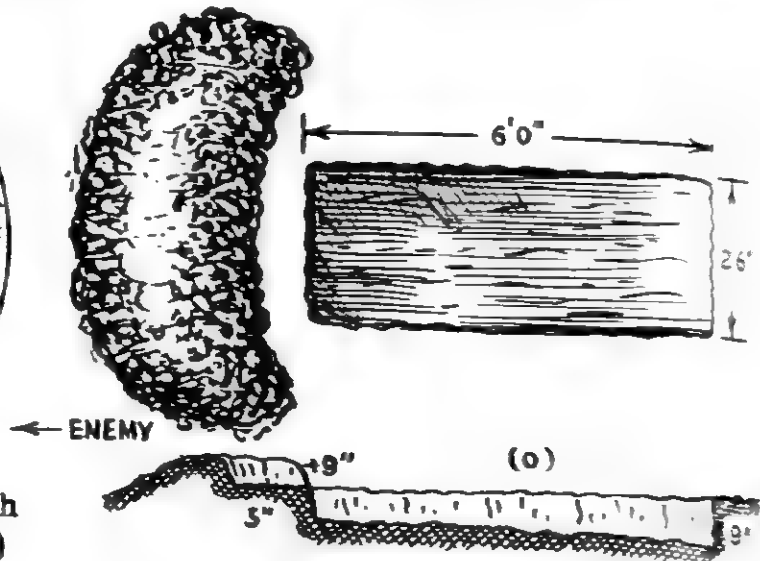
FIELD FORTIFICATIONS

The smart soldier digs in whenever he is in one spot for more than a few minutes. Maybe he uses up a bit more energy than the dumb soldier but he stays alive a lot longer. The dumb soldier lies out in the open and pretty soon a machine gun bullet comes along and argues with him about which one is going to occupy the place. It generally turns out to be a compromise:---they both do. But the soldier has lost the argument....he's either dead or wounded.

Remember....Whenever you halt....DIG IN, SOLDIER!!!



The Skirmishers Trench
(Dug under enemy fire)



The Foxhole
(Dug when Not under fire)



Clem Says: "I don't know my I.Q. but still I'd like to keep what I've got."

NIGHT OPERATIONS

The night was made for love....and night patrols. But just as you can lose that long-awaited kiss by saying the wrong thing, so can you lose half of your throat by making the wrong movement.

Night Patrols are important and dangerous. You must know how to make the darkness your ally. You must know how to wrap it around you so that you can become invisible and move up to the enemy lines (even through them sometimes) without fear of discovery.



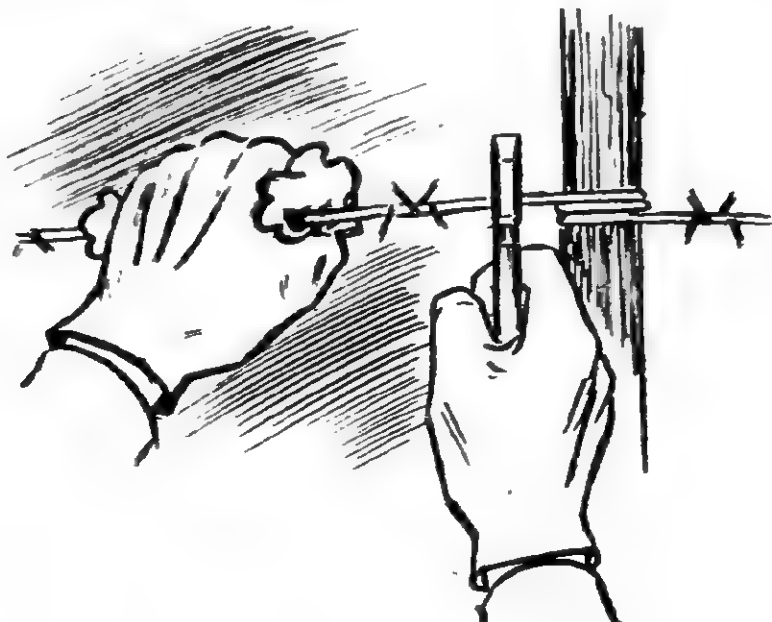
At night, in moving on soft ground, the heel of the foot is lowered first, then the toe.

Walking through grass, the foot is raised above the grass before carrying it forward and is then lowered heel first, as on soft ground.

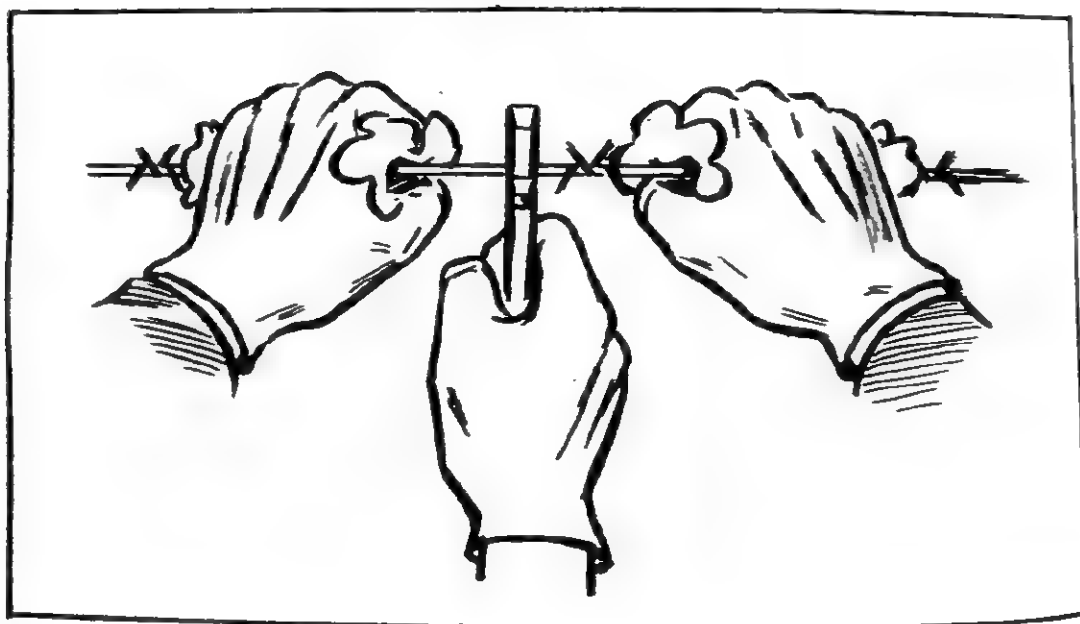


On pavement the toe is brought down first, and then the heel is slowly and carefully lowered.

Barbed wire is a ticklish proposition. It is put there to stop prowlers, like you. But a well-trained member of a patrol doesn't mind barbed wire much because he knows how to handle it. If possible, he crosses it by walking carefully over the low strands and crawling under the higher strands. If this is impossible, he cuts the wire.



If you are alone, grasp the wire close to the post and cut it between the hand and the post, muffling the sound, and keeping the loose wire in your grasp.



When two of you are working together, one holds the wire firmly, close to the wire-cutter to muffle the sound, while the other cuts the wire. Each soldier then bends back a loose end to allow passage.

The real secret of a successful night operation is to be found in scouting the land during daylight hours. Then when you go out on a night patrol you know where you are going and can move quickly and efficiently at a time when quickness and efficiency are of vital importance.

MARCHES AND BIVOUACS


A. Preparations for a March:

When you learn that your organization is to make a March the next day, there are a number of things you should attend to the preceeding evening.

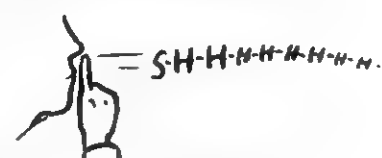
1. Clean and fill your canteen with fresh water as there may be little time to do so in the morning.
2. Check your personal equipment to see that you have all the articles necessary for personal cleanliness:



Towel Soap Tooth-brush Comb Mirror Shaving Kit

3. Check the adjustment of your pack suspenders and belt. (A poorly adjusted pack adds much to the discomfort and fatigue of a March.)
4. You should have at least two (2) pairs of woolen socks that have no holes or darned places. 
5. Check your shoes carefully. See that they fit comfortably; are in good repair and well broken-in.

NEVER START OUT ON A MARCH WITH A NEW PAIR OF SHOES

6. When you fall in to start a March, do so QUIETLY! One of the best indications of a well-trained outfit is absence of noise and confusion. 

B. Rules to Observe While On the March:

1. Drinking Water:

The consumption of water on a March is largely a matter of habit. Drink plentifully before you start---after that, sparingly. A small pebble carried in the mouth keeps it moist and reduces thirst.

2. Food and Beverages:

At all times avoid eating or drinking unwholesome foods and beverages. Use only water approved by your commanding officer. The eating of sweets should be avoided as it tends to increase thirst.

3. Perspiration:

Excessive perspiration causes the loss of necessary salts from the body resulting in fatigue and heat exhaustion.



Drinking common table salt dissolved in water, or salt tablets, will help to relieve this condition. (Cold tea or coffee is also helpful.)

4. Appearance:

Remember, Civilians will judge you, your organization and the ARMY by your appearance. Be neat. Be smart. Avoid the use of profane language or of making remarks to Civilians.

C. Halts While On The March:

1. Rest as much as possible during a halt. Do not stand or wander about.

If the ground is dry, loosen your belt and assume as comfortable a position as possible.



2. If you find it necessary to answer the 'call of nature', dig a small pit and immediately refill after using.

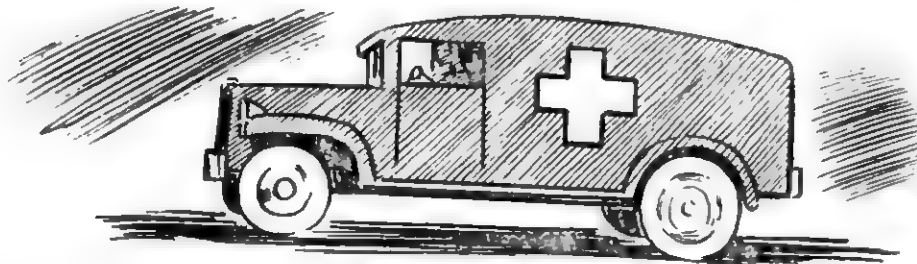
3. Private Property:

Do Not Enter Private Property. (The picking of fruits and vegetables from orchards or gardens is a serious offense.)



D. What To Do If You Become Ill.

1. Do not fall out until you have received the permission of an officer.
2. Wait beside the roadside for the Medical Detachment that follows at the rear of the column.



3. Don't be a Sissy!!!

However, if you are actually ill or unable to continue the March, secure permission from an officer and wait for medical aid.

* * * *

If you observe the above precautions, you should have no difficulties on the average March.

E. Camp Sites:

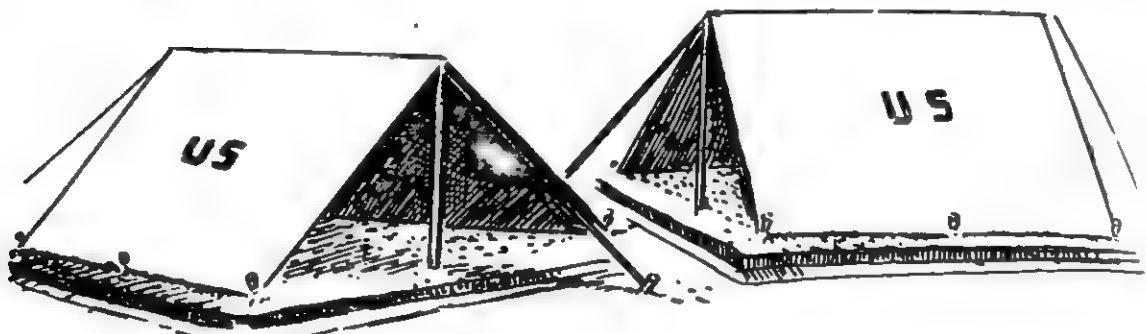
The ideal camp site should have plenty of pure water, grass turf and easy access to good roads. It should be of ample size to afford room for dispersion and easy concealment from enemy observation. During hot weather shady areas, free from underbrush, are desirable. (Dusty, polluted or damp soil, stagnant water and dry stream beds, should be avoided. During actual combat, however, battle conditions may necessitate the use of inferior camp sites).



F. The Shelter Tent:

1. The shelter tent ordinarily provides shelter for two (2) men and is used extensively in field problems and under combat conditions. Two tents may be pitched together forming a double shelter tent. Use of the double shelter tent conserves space and is occupied by four (4) men. It affords additional warmth during periods of extreme cold.

2. When on Bivouac, you and your tentmate will normally pitch your tent where it will be concealed from possible enemy observation. Pick a dry place on high ground. (All principles of tent pitching apply except that there will be no attempt to align them.) A ditch should be constructed immediately even though you expect to remain only a single night. In cold or windy weather the dirt from the ditch should be carefully banked around the tent, which is placed with the closed end into the wind. During rainy weather, loosen the guy ropes to prevent the tent pegs from pulling out. In any event the tent pins should be securely driven in.



G. Bed-Making:

Take time to make a good, comfortable bed. It will make better sleeping possible.



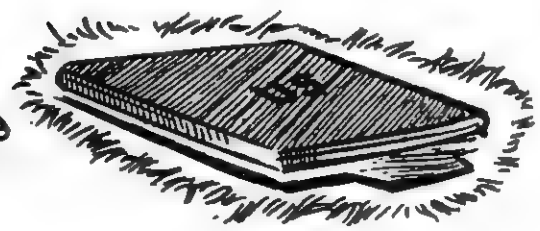
Level the Ground



Place straw, leaves or light branches on the ground.



Place Raincoat over Bedding



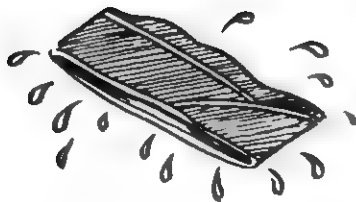
Cover with your Blankets



H. Personal Care and Comfort:

1. Wet Clothing

Remove wet clothing immediately upon reaching camp. Put on dry clothes if possible; otherwise dry out your wet clothing before a fire. If even this is impossible, remove clothing and wring out carefully.



2. Shoes

Dry your shoes by placing warm, not hot, pebbles inside them. Do Not Place Damp Shoes Next To A Fire. Shoes should be oiled while they are dry to keep them waterproof and pliable.

3. Feet

As soon as possible after reaching camp, wash your feet with soap and water. Dry your feet carefully, especially between the toes. Until feet are hardened, dust them with G.I. foot-powder secured from your Supply Sergeant. After washing your feet, put on a clean pair of socks. Wash out the soiled pair.

I. Camp Sanitation:

1. Water

- a. Be careful of the water you drink. Do not drink any water from a stream, well or faucet until it has been certified as pure by a Medical Officer and a sign posted to that effect.
- b. When Lyster Bags are used, you will usually find them placed in your Company street near the Kitchen. Under such circumstances, drink only the water from this bag. Do not mind the peculiar taste as it will not hurt you. Let the water run from the faucet of the bag into your cup. Never dip a cup into the Lyster Bag or drink by putting your lips to the faucet.
- c. Drink from your own cup or canteen, Only. (Do Not Exchange pipes, cigars, cigarettes, towels or shaving equipment.)

2. Latrines:

Be especially careful to relieve yourself only in the Latrine. Always go to the Latrine to urinate or for a bowel movement. (Using the ground for this purpose is a source of Great Danger both to yourself and your organization.)

J. The Mess Kit:
I HOW TO OPEN THE MESS KIT
 Press both thumbs down hard
 on the catch. It will re-
 lease the handle. Do not
 pound or pry open.



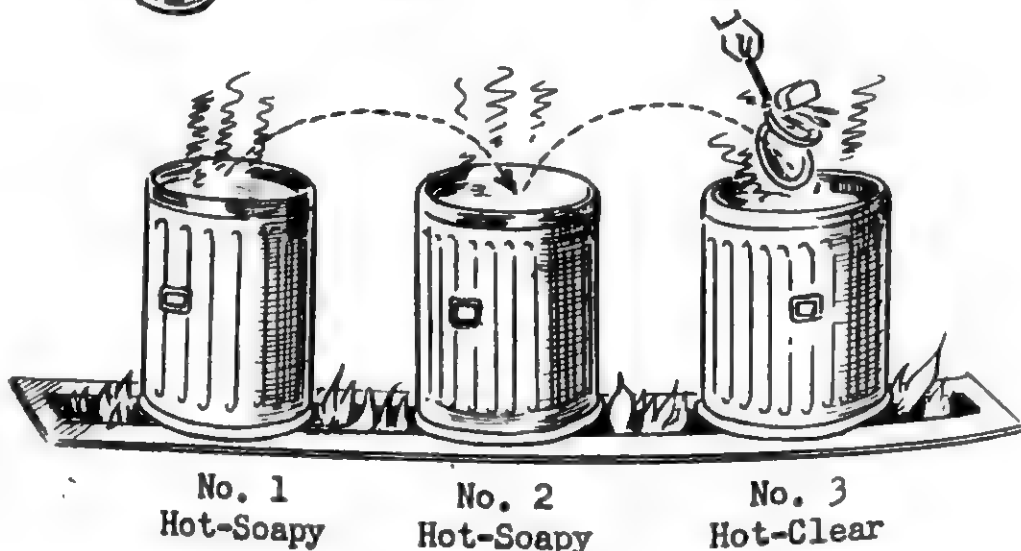
**II HOW TO HOLD THE MESS KIT
 IN THE CHOW LINE**
 Hold mess kit and cup as
 indicated in illustration
 above.



This is the way Clem would
 like to hold it.



III HOW TO WASH YOUR MESS KIT
 Rinse in Can No. 1 -- Wash with brush
 in Can No. 2 -- Rinse thoroughly in
 Can No. 3 -- and air-dry.



C A M O U F L A G E

A. What is Camouflage?

Camouflage is any and all means of hiding or disguising yourself, your equipment and your position, from the enemy.

B. Camouflage offers Protection from the Enemy:

We must protect ourselves at all time against

- (1) Enemy Ground Observation.
- (2) Enemy Air Observation.

1. Ground Observation:

It is a relatively simple matter to combat the efforts of the ground observer. We require no expert to teach us the principles of the game of 'hide and seek,' at ground level. We know it is primarily a matter of individual concealment.

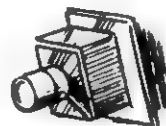
2. Air Observation:

Defeating the air observer is an entirely different problem. Hills and valleys that effectively hide opposing forces from each other mean little or nothing to the air observer. Beware of the airman -- he is your chief enemy:

The airman has
two weapons -----



His Eyes



His Camera

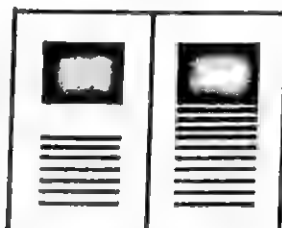
Beware of the marks
you make. They speak
loudly in terms of
black, white and gray:



Camouflage counteracts observation or identification
by:



Hiding
(Concealment)



Blending



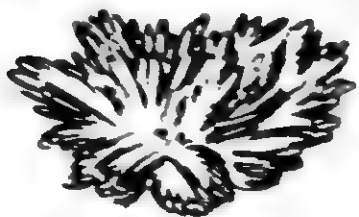
Deceiving
(Decoy-Dummies)

C. Types of Camouflage:

There are two types of Camouflage:

- (1) Natural (2) Artificial

1. Natural camouflage materials include:



Living Vegetation



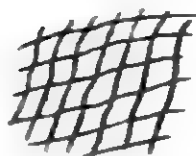
Dry Vegetation



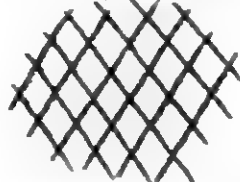
Earth, Rocks, Debris

Natural camouflage is easily blended with the terrain and is usually available in quantity. However, it cannot be prepared ahead of time and must be replaced and inspected constantly.

2. Artificial camouflage materials include:



Fishnets



Chicken Wire



Cloth



Wood



Paint

Although artificial camouflage may be prepared in advance, it is usually bulky and difficult to transport. It is also difficult to know whether the prepared material will match the area in which it has to be used.

D. What the Airman Sees:

Flat Even Surface -- Reflects light and appears white.

Rough Surfaces -- Reflects less light and is darker.

Matted Surfaces (grassed) -- Reflects least light and appears very dark.

E. Fundamentals of Camouflage:

The four (4) fundamental requirements of effective camouflage, in order of importance are:

- (1) Position (50%)
- (2) Camouflage Discipline (25%)
- (3) Choice of Material (15%)
- (4) Erection of Material (10%)

1. Position: (Ask yourself these questions.) **50 %**

- a. Mission: Is the position the best available for the accomplishment of your mission?
- b. Access: Is the position of easy access? Can it be reached without betraying the entrance or exit?
- c. Natural Cover: Does the position offer adequate cover for yourself and your equipment?
- d. Concealment: Does your position enable you and your equipment to fit into the existing terrain without being conspicuous?

2. Camouflage Discipline: **25 %**

Camouflage Discipline is the prevention of changes in the existing terrain and the continued maintenance of camouflage material.

} definition

The first evidence an observer has of the presence of his enemy is a change, however small, in the normal appearance of the terrain.

Therefore it is the duty and responsibility of EVERY SOLDIER to see that such changes do not occur.

Every time a soldier puts his foot down, he leaves a mark approximately forty-eight (48) inches square...to attract the enemy's attention.



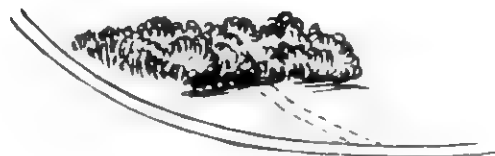
(Wrong)

Remember: Never take short cuts. Use existing paths and trails.

CORRECT CAMOUFLAGE CALLS FOR CARE, CAUTION, COMMONSENSE

P. Common Errors to be Avoided:

- 1. Never allow a path to end abruptly at your position.



(Wrong)



(Right)

- 2. The path in the above picture should continue on through the woods to a logical destination --such as a house, decoy installation or another road.

NEVER
GOES AT
AT OF
CONTACT

3. Track marks must be avoided wherever possible. If unavoidable they should be obliterated by sweeping with boughs of trees or similar objects.

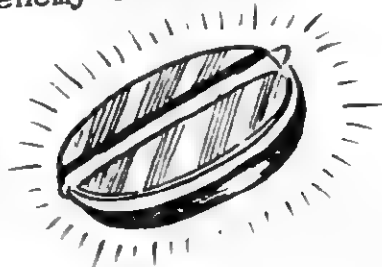


WRONG



4. Avoid leaving laundry or other tell-tale items where they can be seen by the enemy observer.

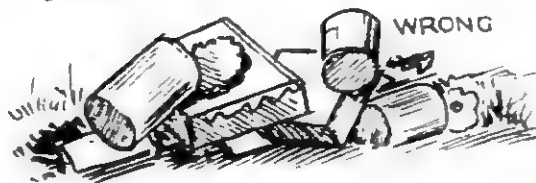
5. Failure to conceal shiny mess-kits, or other bright equipment may bring disaster to your mission...and may cost you your life.



WRONG

6. Never allow the smoke from your fire to betray your position...

7. Exercise care in the disposal of waste, empty ration cans and other discarded items.



WRONG

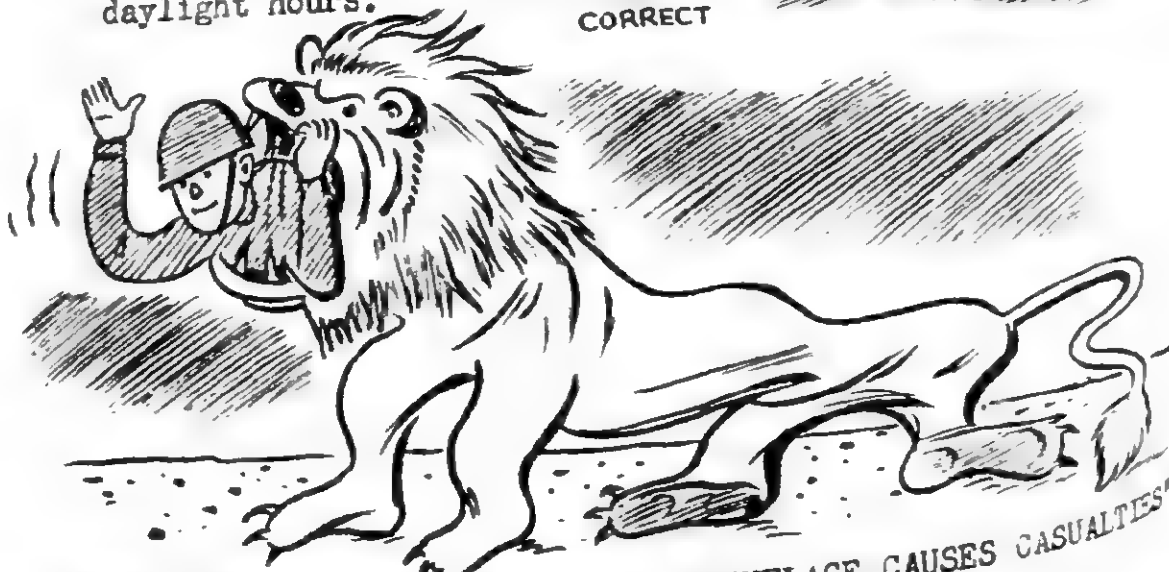


WRONG

9. Pitch your shelter tent where it cannot be seen by the enemy observer.. Do not erect it during daylight hours.



CORRECT



CLEM'S CONTRIBUTION : "CARELESS CAMOUFLAGE CAUSES CASUALTIES"

MAP READING

A. Introduction:

In modern warfare it is essential that all Signal Corps personnel be able to read and understand maps. Failure to read a map correctly may endanger the lives of countless soldiers---it may cost you your life. Therefore, every soldier must be able to visualize from a map a clear picture of where he is going---how to get there, and what prominent landmarks may be identified along the way.

A set of conventional signs and symbols have been developed to facilitate map reading. We are thus able to locate certain well-defined landmarks such as schools, churches, cross-roads, power lines, railroads and bridges.

B. Military Symbols:

1. There are four (4) Basic Military Symbols which must be memorized and learned:



Troop Unit



*Command Post



Observation Post



Supply Depot

*A Future Command Post is indicated by



2. There are ten (10) marks that indicate the size of military units:

Squad •

Regiment or Group



Section • •

Brigade or Wing



Platoon • • •

Division



Company, Troop, Battery, Flight |

Corps
















Battalion or Squadron ||


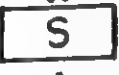


Army





3. The Symbol designating the kind of troops in a unit is placed inside the Basic Unit:

			
Air Force	Antiaircraft Artillery	Armored Force	
			
Cavalry	Chemical Warfare Service	Engineers	
			
Field Artillery	Infantry	Mechanized Cavalry	
			
Medical	Ordnance	Quartermaster	Signal Corps

4. By combining the basic Military Symbols with the other signs and symbols, we can readily indicate the various kinds of troops and the size of the unit:

	Indicates a Company of Infantry.
	Indicates a Signal Corps Section.
	Indicates a Squad of Antiaircraft.
	Indicates a Brigade of Cavalry.

An Observation Post of a Division is indicated by 

The Command Post (Hq), Cavalry Troop by 

The Depot of a Quartermaster Corps by 


* * * * *

Units are further identified by the use of numbers and letters:


A letter may be placed at the Left of the Basic Symbol  = Co. A, Infantry

A number may be used instead of a letter  = 3rd Bn, Infantry

A number placed at the Right indicates a superior unit.

3  6 = 3rd Bn, 6th Infantry

If a unit is a separate organization its number appears on the right.

 4 = 4th Signal Co.

The diagram below may prove helpful:

Symbol Indicating Size

Unit  Superior Unit

* * * * *

5. Signal Corps Symbols:

Certain symbols are used by the Signal Corps to indicate different types of installations:



Indicates a Switching Central.

A Test Station is indicated by a



Indicates a Switching Central at a Command Post.

A Circuit terminating at a Telephone

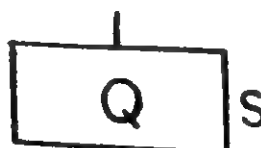
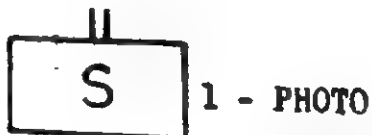


Indicates a Signal Center

A Visual Signaling Station is shown by a



6. Exercise (To Be Filled Out by Soldier):



C. Topographical Symbols:

1. Most military maps are printed in color:

Black -- Works of Man
Grid System

Brown -- Elevation
Contour Lines

Blue -- Water

Red -- Gassed Areas
Route Numbers
Grid Numbers

Green -- Vegetation

2. Works of Man (Black):

==== Indicates a _____.

----- Indicates a _____.

----- Indicates a _____.

++++++ Indicates a _____.

++++++ Indicates a _____.

 Indicates _____.

T T T T Indicates _____.

 Indicate a _____  Indicates a _____.

 or  Indicates a _____.

 or  Indicates a _____.

3. Natural Terrain Features are NEVER shown in black:

 Blue Indicates a _____.

_____ Indicates a _____.

 Blue Indicates a _____.

 Green Indicates a _____.

_____ Indicates a _____ or a _____.

 Indicates _____.

D. Scale of Maps:

To read a map it is first necessary to understand the scale.

A map represents a part of the earth's surface shown on paper. Maps are drawn to scale:

Scales are usually shown on a map in one of three ways:

1. Words and Figures;

An example of this would be: 3 Inches equals 1 Mile.

1. A Scouting Patrol would need a map with a large scale, i.e. 1 Inch equals 50 yards (or 150 Feet)
2. A Corps Commander would need a map with a small scale, i.e. 1 Inch equals 10 Miles.

2. Graphic Scale:

The scale may be shown by a single or double line, divided into parts. Each part is marked with the distance which it represents on the ground and may be expressed in feet, yards or miles. A good example of this scale may be found on the usual automobile road map.



3. Representative Fraction:

The scale of a map may be expressed by a 'representative fraction' (called RF), which is merely a fraction in which the numerator (the figure above the line) is a certain distance on the map, and the denominator (the figure below the line) is the corresponding distance on the ground.

Thus: $\frac{1 \text{ Inch}}{63,360 \text{ Inches}}$ (Numerator)
(Denominator)

$\frac{1}{63,360}$ or 1:63,360. (1 Inch on the map equals 1 mile on the ground.)

Or: RF $\frac{1}{10,560}$ means $\frac{6}{63,360}$ or 6 Inches equals 1 Mile.

E. Rectangular Coordinates:

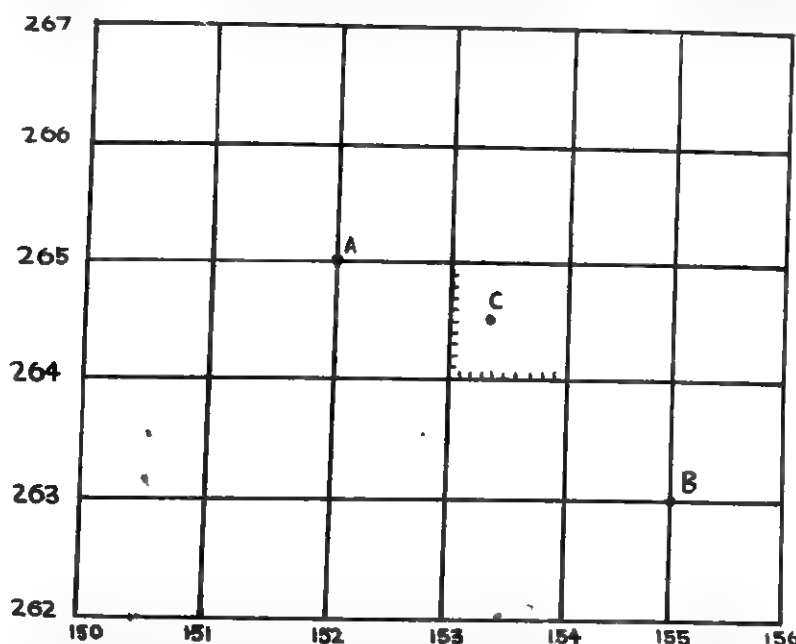
It is extremely important in Military Map Reading to be able to locate positions of various features on a map with speed and accuracy.

A simple and easily understood method is used by the Army to accomplish this purpose and is known as the system of Rectangular Coordinates or the 'Grid System' !

Beginning at the lower left-hand corner (South-West) the coordinates running from the bottom of the map to the top (South to North) are numbered from the lower left corner to the lower right corner (150-156). These are known as the "Y" coordinates.

The coordinates running parallel to the bottom of the map (West to East) are numbered from the bottom left corner to the upper left corner (262-267). These are known as the "X" coordinates.

All numbers are placed in the margins of the map.



1. It is a simple matter to designate any square on the map by giving the numbers of the lines which intersect at its lower left-hand corner:

Thus: "A" 152-265 "B" 155-263

A simple rule that Clem has found helpful is:

R E A D R I G H T U P !

2. By dividing the sides of a square into the (10) equal parts as indicated by square 153-264, it is possible to further locate a position within that square:

Thus: "C" 153.4-264.5

F. Aerial Photography:

An aerial photograph is a picture taken from any kind of aircraft. Generally speaking they are not as ideal as good maps and are used only when maps are not available. A combination of both map and aerial photograph is preferable.

Certain advantages of the aerial photograph may be listed:

1. Indicates recent activities in a given area ordinarily not shown on maps.
2. Can be prepared in a relatively short length of time whereas it takes a long time to prepare a good map.

Objects on aerial photographs are identified in what four ways: 1. _____ 2. _____ 3. _____ 4. _____

Always read an aerial photograph by placing the _____ TOWARDS you.

G. Azimuths:

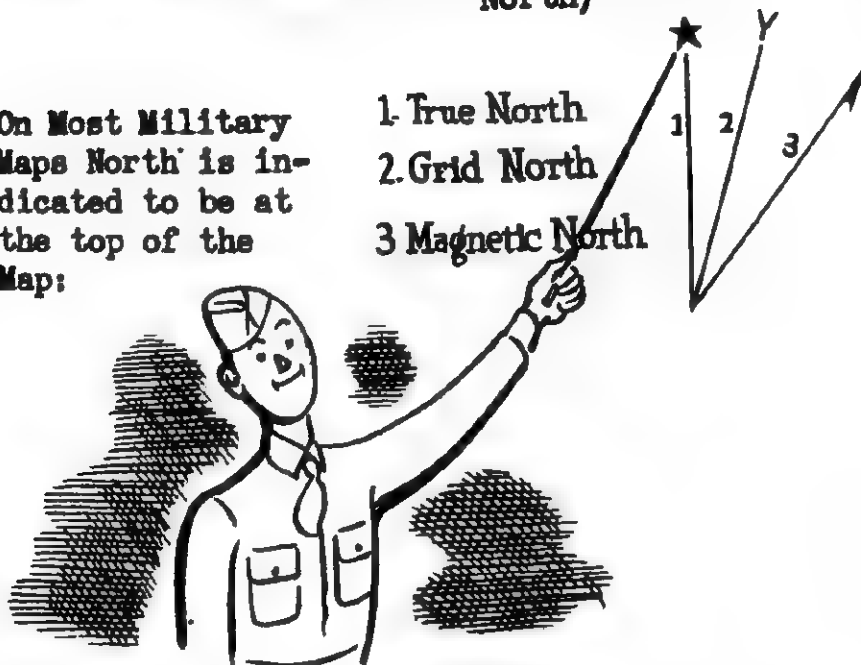
Azimuths are used to give direction to a point.

There are three (3) different kinds of Azimuths:

- (1) True Azimuth (Measured clockwise from True North)
- (2) Grid Azimuth (Measured clockwise from Grid North)
- (3) Magnetic Azimuth (Measured clockwise from Magnetic North)

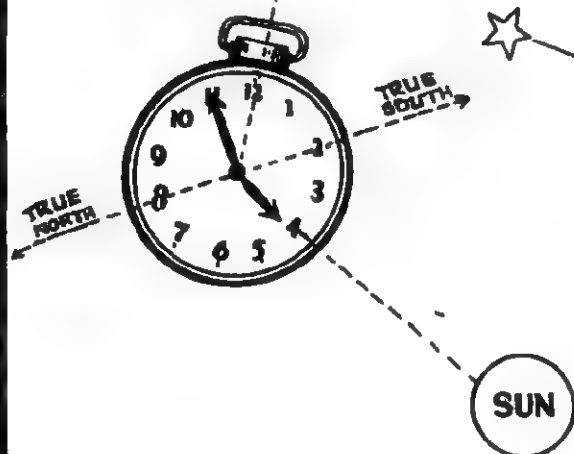
On Most Military Maps North is indicated to be at the top of the Map:

1. True North
2. Grid North
3. Magnetic North

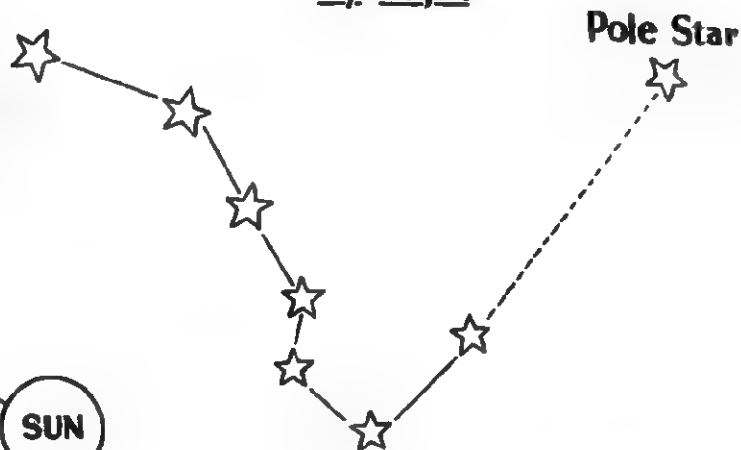


HOW TO FIND TRUE NORTH WITHOUT A COMPASS:

By Day



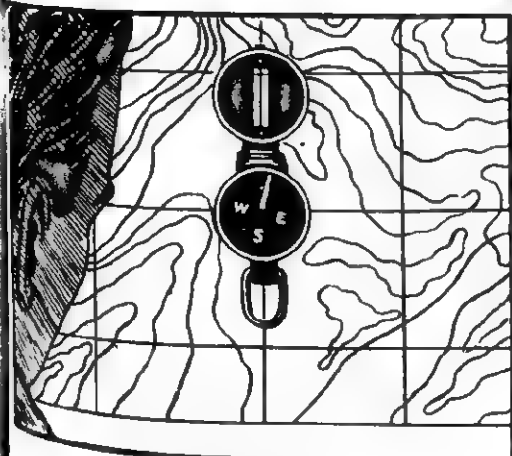
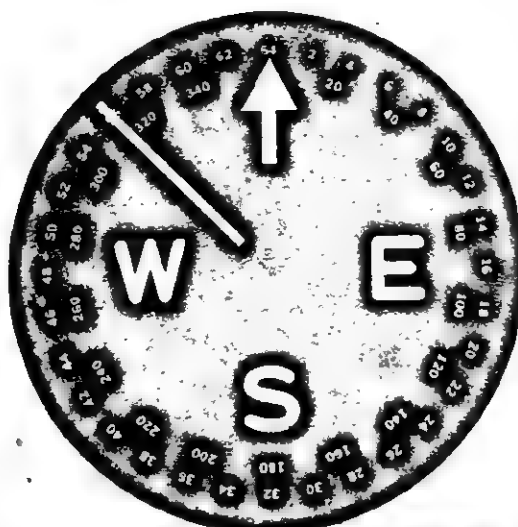
By Night



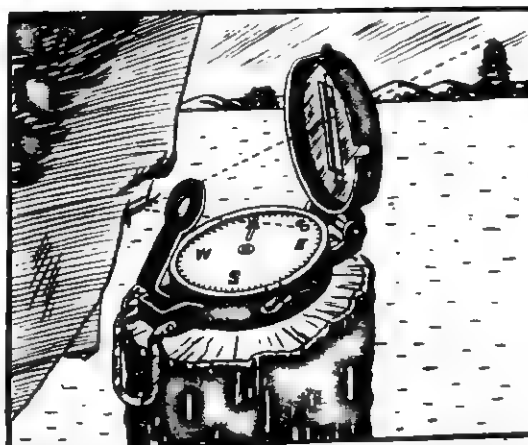
Point the hour hand toward the sun. Halfway between 12 and the hour hand is due south. The opposite direction, then points north. This is only approximately true since clock time (standard war time) is from one hour to as much as two hours in advance of sun time.

The North Star lies very close to the straight line formed by the two front stars of the Big Dipper.

THE LENSATIC COMPASS



ORIENTATION




DETERMINATION OF DIRECTION

J. Contours:

A contour line on a military map represents an imaginary line on the ground every part of which is at the same height above sea level. If you were to walk along any given contour line you would neither go up-hill nor down-hill but would always stay on the same level.

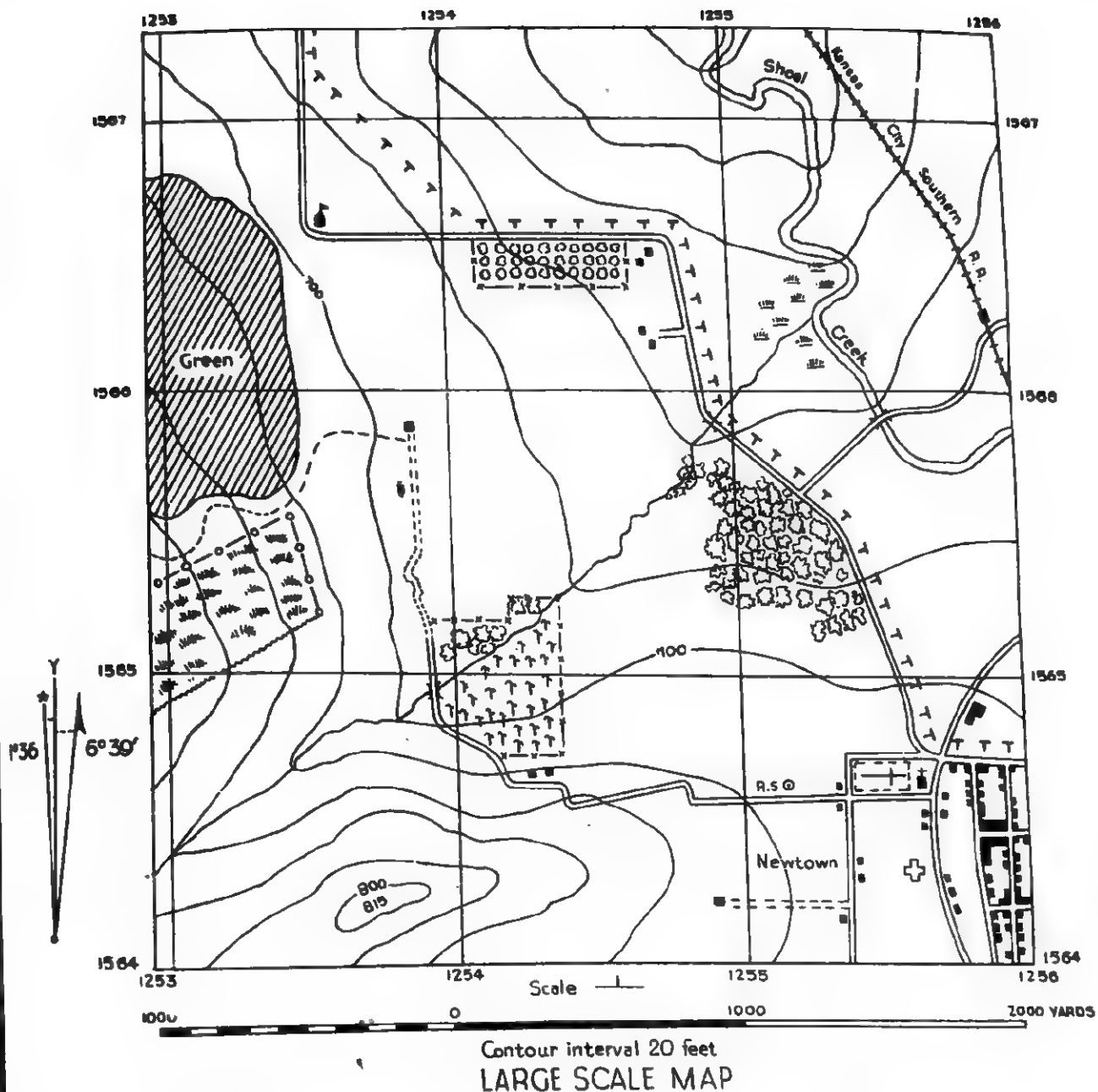
Exercise (To be filled in by Soldier):

1. Contours are shown by lines of what color? _____.
2. The seashore itself would be a base contour represented by the figure _____.
3. Contour lines are usually drawn at intervals of _____, _____ or _____ feet. (The contour interval is indicated on the _____ of the map.)
4. On some maps the elevation of the contour is indicated by a _____ on the contour itself. 840
5. The contour 840 indicates that all points on that line are _____ feet above sea level.
6. Increasing contours indicate an _____ grade. Decreasing contours indicate a _____ grade.
7. If the contour lines are close together the slope is _____; if far apart, the slope is _____.
8. A  would indicate a _____.
9. Valleys are indicated by a _____ shaped contours.
10. Ridges are characterized by _____ shaped contours.

* * * * *

Contour Lines represent the variations of the Earth's surface caused by hills, ridges, mountains, valleys and the like. Remember, the exact shape and condition of the ground has a great influence on all military operations. **STUDY YOUR MAP!!!**





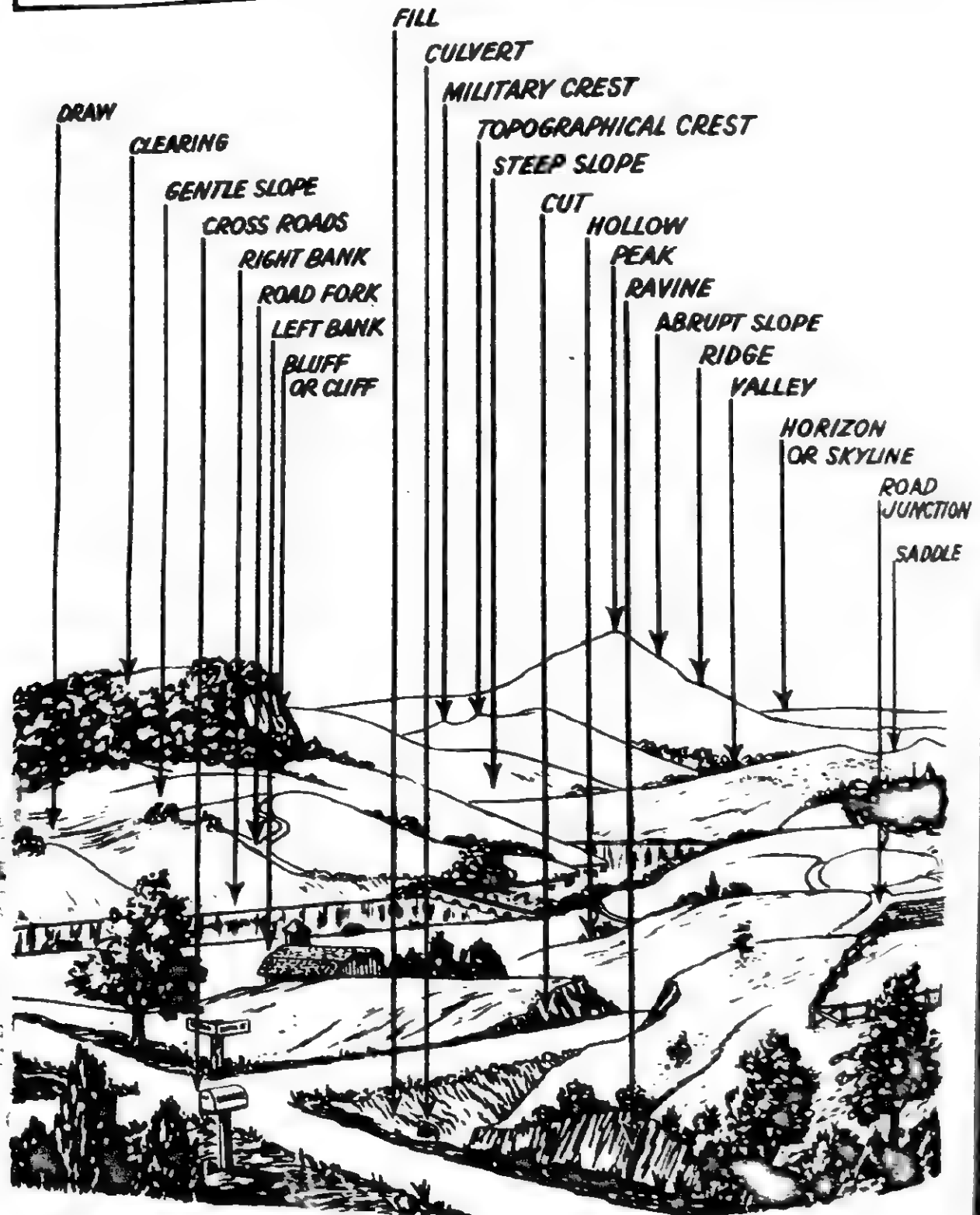
PROBLEM

ANSWER

- What is found at coordinate (1253.56-1566.60)? _ _ _ _ _
- What is the symbol at (1255.16-1564.62)? _ _ _ _ _
- How would you give the coordinates of the marsh? _ _ _ _ _
- What is the highest elevation of the peak at (1253-1564)? _ _ _ _
- The road near the schoolhouse runs towards which North? _ _ _ _ _
- What is the distance from the Radio Station to the bridge at (1253.90-1564.94)? _ _ _ _ _
- Have class determine the Representative Fraction.

TOPOGRAPHICAL TERMS FREQUENTLY USED

The map drawing below offers an opportunity for the study of many terms frequently used in identifying terrain features. Familiarize yourself with them. Some day, not too far distant, such knowledge may well prove invaluable.



RIFLE MARKSMANSHIP

WHY WE LEARN TO SHOOT IN THE SIGNAL CORPS

Two pieces of equipment are issued to you in the Army for your protection--your gas mask and your RIFLE. Although you will learn many other methods of protecting yourself in combat, such as creeping, crawling, cover, concealment, camouflage and the like
Remember: You have only one method of actively protecting yourself from the enemy.....

....YOUR RIFLE!



As a member of the Signal Corps your Mission will always be to "Get The Message Through"...whatever the cost! Whether you are a messenger, a telephone or radio operator, a truck-driver or a message counter clerk, you will be one of the main objectives of enemy fire. By destroying you, and your work, the enemy destroys the very heart of the Army...its communications system.



The enemy will always be looking for you.
And when he finds you it will be:
KILL OR BE KILLED.

Everything your instructors teach you is standard practice used in all the branches of the service. The correct way to shoot hasn't changed in forty years although our rifles today are far superior to any produced by the enemy. Don't Learn the Hard Way. Do What You are Told. Perhaps the next time you shoot, the bull's eye will have become a flesh and blood target, a target that is totting a rifle and getting a bead on you. Then, when the chips are down, either you get him, or he gets you..... Which Will It Be?

You will receive twenty-six (26) hours of Rifle Marksmanship training here at Camp Crowder. You will fire, under expert direction, one-hundred and twenty (120) rounds of live ammunition on the Rifle Range. You will have a chance to win a sterling-silver medal. But Remember...the medal is less important than what it stands for:



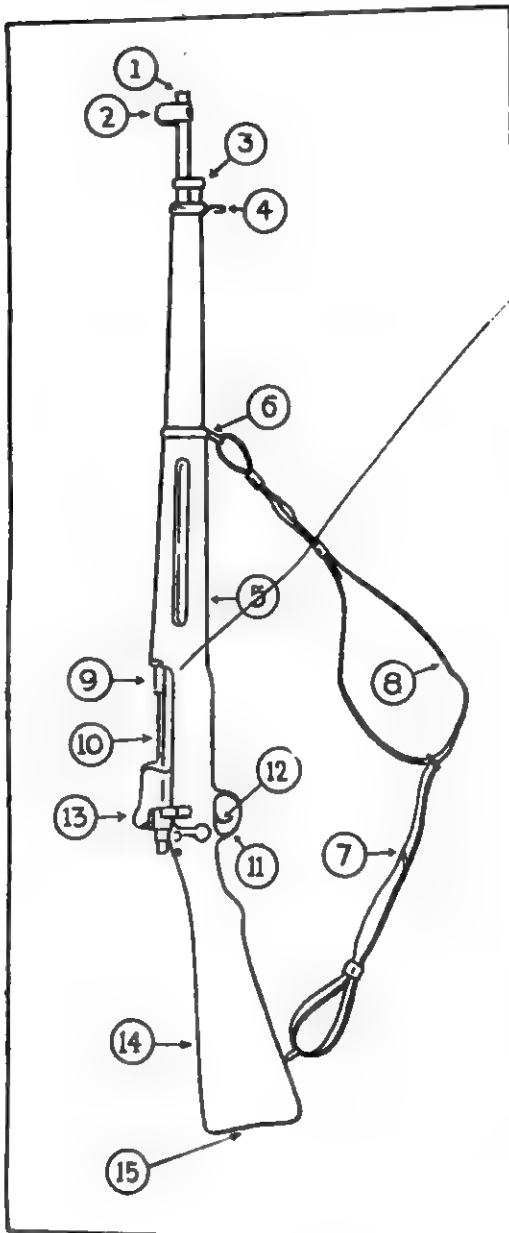
← **EXPERT** - You'll get that Jap, German or Italian for Sure.

← **SHARPSHOOTER** - You're still pretty sure of getting him.

← **MARKSMAN** - You still aren't likely to miss.

REMEMBER SOLDIER - YOUR RIFLE IS YOUR BEST FRIEND!

1. THE FOLLOWING SAFETY PRECAUTIONS MAY WELL APPLY TO ALL COMBAT WEAPONS:
 - a. Think...teach...practice safety.
 - b. Consider every weapon loaded until you have found it otherwise.
 - c. Never point a weapon at anyone you do not intend to shoot.
 - d. Every time you pick up a weapon, test it to see that it is not loaded.
 - e. Leave unfamiliar weapons alone: THEY MAY BE LOADED.
2. The following safety precautions will apply to the Model 1917 rifle.
 - a. Bolts will always be kept open, except when aiming down the ranges.
 - b. Never load until the command to load is given.
 - c. At the command "LOAD," you will load and "LOCK" the piece.
 - d. No one will fire after the command "CEASE FIRING" is given.
 - e. At the command "CEASE FIRING," everyone will unload all unfired shells.
3. A FEW OF THE COMMON NAMES OF PARTS OF THE RIFLE ARE LISTED. Refer to numbers on the figure, and place them in the square before the part named.

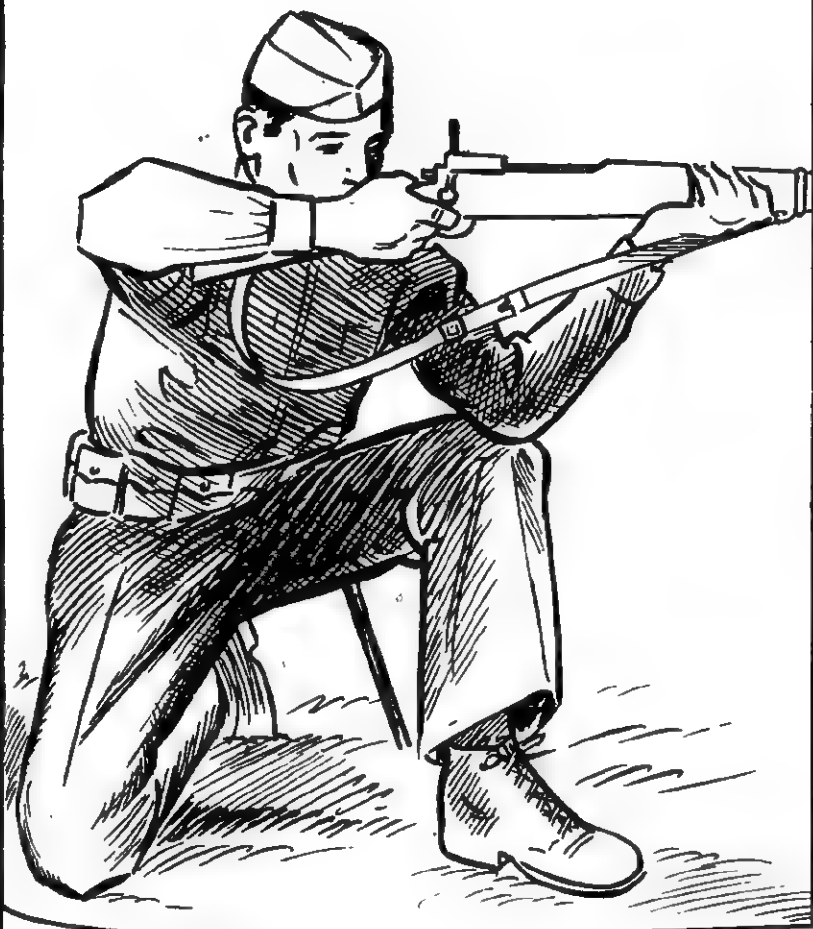


- | | |
|-----------------------|-------------------------------|
| <u>1</u> Muzzle | <u>2</u> Front sight assembly |
| <u>15</u> Butt Plate | <u>4</u> Stacking swivel |
| <u>10</u> Bolt | <u>14</u> Comb of Stock |
| <u>12</u> Trigger | <u>9</u> Receiver |
| <u>8</u> Sling loop | <u>11</u> Trigger guard |
| <u>6</u> Lower band | <u>13</u> Rear sight mount |
| <u>3</u> Bayonet stud | <u>5</u> Stock |
| <u>7</u> Sling | |

4. THERE ARE THREE POSITIONS FOR THE SLING.
 - a. When you are issued the rifle, it is in the PARADE POSITION. Have it that way when you return it.
 - b. A pull down on the OUTSIDE strap, will change the sling to the HASTY SLING.
 - c. Removing the sling hook from the loop and fastening it to sling, close to the butt swivel will make the LOOP SLING. This is the one shown in the figure.
 - d. The LOOP SLING is used in all positions except the standing position. The HASTY SLING is used in the standing position. The PARADE SLING is used when carrying the rifle in formations.
5. SLING ADJUSTMENTS ARE FOR EACH INDIVIDUAL. Determine your proper PRONE sling adjustment and note it here, measured for length against pistol grip. *1 inch below pistol grip*
 Usually SITTING & KNEELING sling adjustments are one notch tighter. What is YOURS? *1 in below pistol grip*
 - a. In RAPID FIRE, the sling adjustment is slacked off one notch to gain greater freedom in bolt manipulation.
6. Normally, most of the lectures will be given on the ranges where no chairs are provided. You will be expected to learn sitting and kneeling positions and develop those muscles by taking either of these positions during the lectures and demonstrations.



SITTING POSITION



7. SITTING.
- a. Are legs spread apart?
 - b. Is weight forward? Yes
 - c. Is elbow BEYOND knee? Yes
 - d. Is sling adjusted? Yes
 - e. Are you firm? Yes
 - f. CLOSE YOUR EYES and let the gun point comfortably wherever it wishes. Now open your eyes and determine if the gun is pointing at your target.

OK

- g. Squeeze the trigger and watch closely to see if the bullseye jumps either right or left. If it does, you have a poor position. DOES IT JUMP?

No

- h. Have you found the position where it does not jump either way? Yes
This is what you want for slow fire.

- 1. Remember, SQUEEZE the trigger by PRESSURE, after the slack has been taken up. Did you take up the slack QUICKLY?

Yes

- 1. Did you SQUEEZE THE trigger? Yes
- 3. GOOD TRIGGER COMMAND AND SQUEEZE IS SECURED BY GRIPPING THE SMALL OF THE STOCK. If the thumb interferes with your nose you may then move the thumb along the right of the stock. Be careful that you retain a firm grip on the stock.

- 9. KNEELING POSITION.

- a. Are you sitting on your foot so that you have a firm position? Yes

- b. Is elbow BEYOND KNEE?

Yes

- c. Is weight forward? Yes

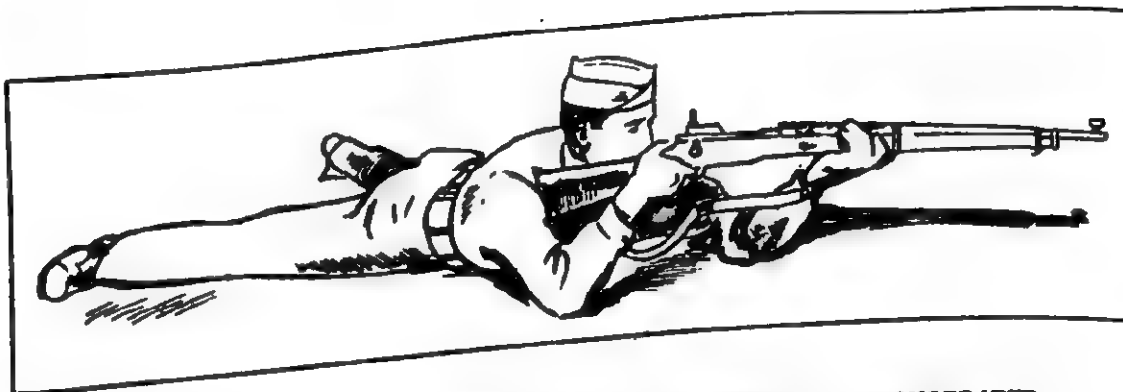
- d. Are you solid? Yes

- e. Does bulls-eye REST on front sight without moving? Test with eyes closed OK Test by squeezing trigger.

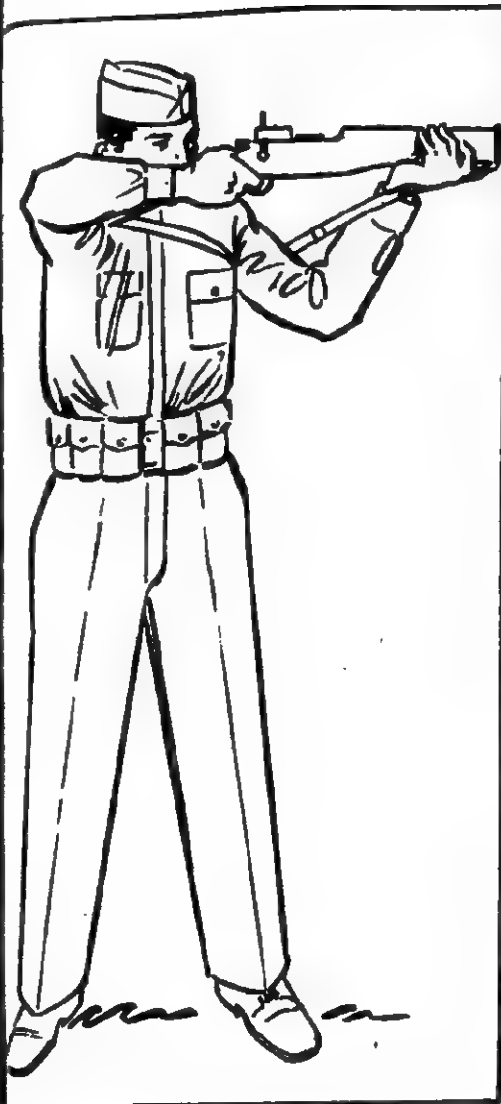
- f. Can you work the bolt without taking rifle from your shoulder?

- g. If the elbow rests on your knee, each shot will force it back and spoil your position. Have the instructor demonstrate how your shots will go astray if you fail to get the correct position.

- h. HAVE YOU MADE AN HONEST EFFORT TO DEVELOP SOLID SITTING AND KNEELING POSITIONS DURING THE LECTURE PERIODS? Yes



10. PRONE POSITION AND USE OF THE GUN SLING CORRECTLY DEMONSTRATED.
 - a. Have the left elbow WELL UNDER the rifle for correct support.
 - b. Line your body up so that rifle points NATURALLY at the target.
 - c. Test for correct alignment of body, by closed eyes and solid feeling. then open your eyes and see where you are aiming. Shift body rather than pull muscles to get rifle pointed at the target.
 - d. TAKE A GOOD DEEP BREATH AND SEE WHAT HAPPENS TO FRONT SIGHT. Does it raise or lower?
 - e. Allow the breath to partly leave the lungs and when the front sight lines up with the bulls-eye, hold your breath by placing the tongue against the roof of the mouth.
 - f. Take up the slack in the trigger quickly, then SQUEEZE the trigger when the front sight touches the bullseye.
 - g. Do not waste eye energy by carefully aiming while taking up the slack. Simply be pointed at the target when the slack is taken up. THEN CONCENTRATE ON LINING UP THE SIGHTS WITH THE BULLS-EYE, AND ON THE SQUEEZE.
 - h. A well aimed shot should not take more than four seconds after the slack is taken up, before you fire. If more than 9 seconds has been used, your eyes will be tired. Take the gun down and take a deep breath to supply more oxygen to the bloodstream and to clear the eyes. Start all over again with lungs full; then exhale slowly.
 - i. RAPID FIRE PRONE is done without removing the rifle from the shoulder. Cant the rifle slightly, keeping your eyes on your target. Do not watch the magazine loading mechanism.
 - j. DOES THE RIFLE FALL BACK NATURALLY ON YOUR TARGET WHEN BOLT IS OPERATED?
11. RAPID FIRE POSITIONS.
 - a. Prone, sitting and kneeling are the only rapid fire positions.
 - b. Mastery of these positions in slow fire is essential.
 - c. In slow fire, one minute per shot is allowed the rifleman.
 - d. On the two hundred yard range, one minute is allowed for ten shots rapid fire. Furthermore, you must get into the prescribed position from a standing position. Also, you will have to reload after the first five shots.
 - e. ONE MINUTE IS A LONG TIME, IF YOU DO EVERYTHING CORRECTLY.
 - (1) Get into a good rapid fire position quickly.
 - (2) Take plenty of time to AIM and SQUEEZE the first shot off.
 - (3) Work the bolt in a single positive, lightning quick motion.
 - (4) Take about 4 seconds for a carefully aimed and squeezed shot.
 - (5) Count, and on the fifth shot, quickly reload without fumbling.
 - (6) Make sure that the sixth shot went into the chamber.
 - (7) Repeat previous operations of WELL AIMED SHOTS and fast bolt action.
 - f. Did you take a rapid and short breath between shots or did you try to hold your breath for several shots? _____ Learn to breath quickly, but not heavily between EACH SHOT. Take a full breath when reloading and before the firing starts.



12. STANDING POSITION.

- a. Is the weight on both feet the same? Yes
- b. Aim the rifle with your eyes closed, and see if you have a comfortable position.]
- c. Open your eyes. Does the rifle point at your target? No
- d. Can you take up the slack quickly before you start aiming at the bulls-eye -- Why not? By now, you should be taking up that slack without thinking. DOES THE INSTRUCTOR STILL HAVE TO REMIND YOU TO TAKE UP THAT SLACK? No
- e. Can you master the squeeze now? Yes
- f. A flinch here will likely mean a miss. DONT FLINCH.
- g. Use the balls of your feet to retain your proper balance. ENCOURAGE YOUR MUSCLES TO MOVE SLOWLY. Use of stomach muscles here will be too fast and you'll get in trouble.
- h. Get your shots off in from 4 to 8 seconds, or come down and start again after a deep breath.
- i. Its "BUCK FEVER" that makes you shiver and shake. Laugh it off or have a peppermint Life-Saver. They have a hole in the center and that is what you really are needing now. RELAX MENTALLY.

1. Or did you forget to put cotton or a half of a gun patch in your ears to reduce the noise and commotion on the firing line. Better do it right away.

k. Give the old brain a rest and when your eye signals "ready" to your trigger finger, (if the slack is already taken up) SQUEEZE. You cannot master-mind that bullet, neither can you flinch it in. It would make matters so much easier if you could.

1. BUT WHY FLINCH? Have you ever fired a shot-gun? Yes

a. Do you hold your breath those few moments you are aiming? Yes

n. Are you able to see the relationship between the sights and the bulls-eye during the split-second after the rifle was fired? Yes

o. Could you tell where the bullet should have struck? Usually
(This is known as CALLING YOUR SHOT.) Can you call your shot? Usually

2. THE FIVE ESSENTIALS OF A GOOD MARKSMAN ARE:

(1) AIMING. Have you learned how?

(2) HOLDING. List 5 things that will make for good holding.

- | | |
|-----------------------------|------------------------------|
| (a) <u>Correct Position</u> | (b) <u>Mental Relaxation</u> |
| (c) <u>Trigger Squeeze</u> | (d) <u>Calling shots</u> |
| (e) <u>Breath holding</u> | |

(3) TRIGGER SQUEEZE. What comes before you SQUEEZE the trigger? Aiming

(4) CALLING THE SHOT. Can you get that sight picture after firing? Yes

(5) AIMING. Can you line up the 3 important elements properly?

Name these three elements.

(a)

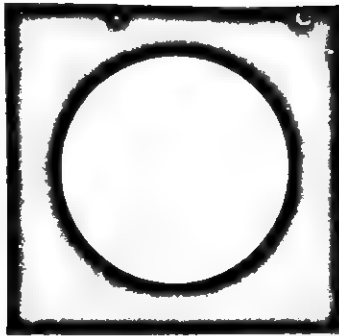
Peep Sight

(b)

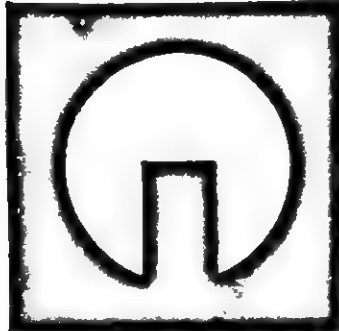
Front Sight

(c)

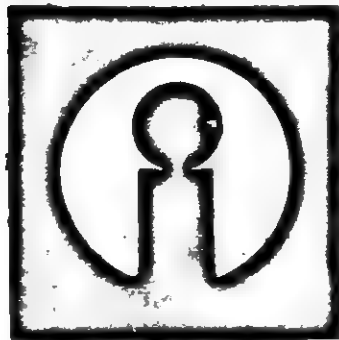
Ball's Eye



Rear peep sight.

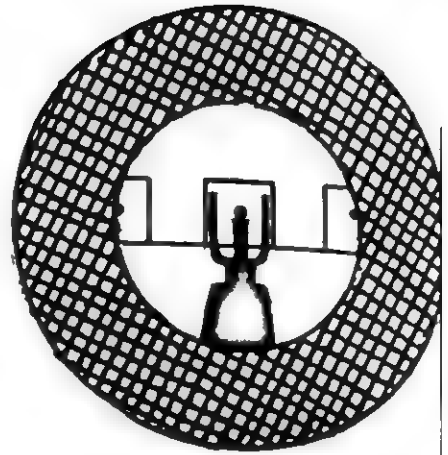


Centered front sight



13. AIMING THE WEAPON

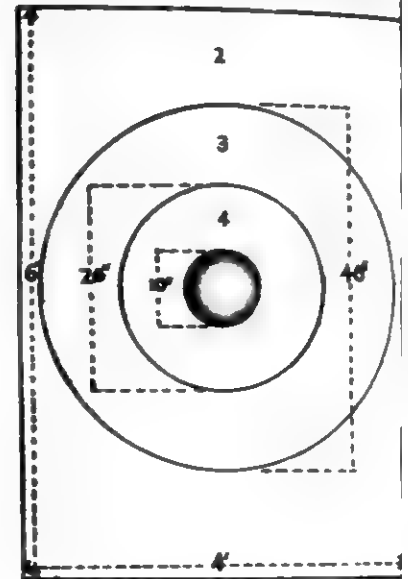
- a. The rear sight is usually some device with a small hole through which the firer may look.
- b. The eye will normally center up anything on which it is focused while looking through this hole.



THE COMPLETE
SIGHT PICTURE IN AIMING.
(Targets showing in distance)

- c. The most important thing to focus on is the front sight. CENTER IT IN THE REAR PEEP SIGHT.

- d. Keeping the front sight in center of rear peep, carefully move the rifle so that the front sight touches the lower part of the bulls-eye. TAKE UP THE SLACK QUICKLY. SQUEEZE-- DON'T FLINCH.



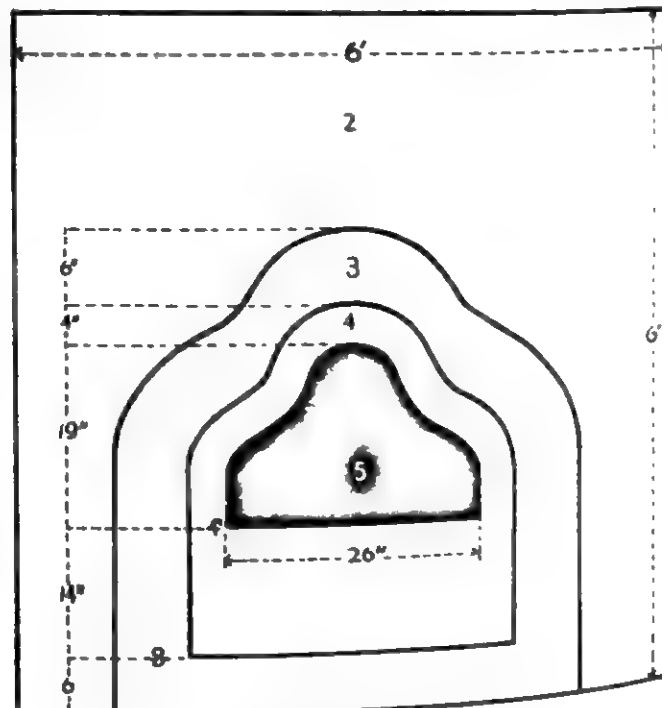
"A" or SLOW FIRE TARGET

14. TARGETS USED ON 200 YARD RANGE

- a. In slow fire stages, state the amount of time allowed to fire the ten shots.
 - (1) On the slow fire target, a group of three shots are shown.
 - (2) What is their total value? _____
 - (b) How many fives? _____
 - (c) How many fours? _____
 - (d) How many threes? _____
- b. How much should you raise the rear sight?

15. RAPID FIRE TARGET

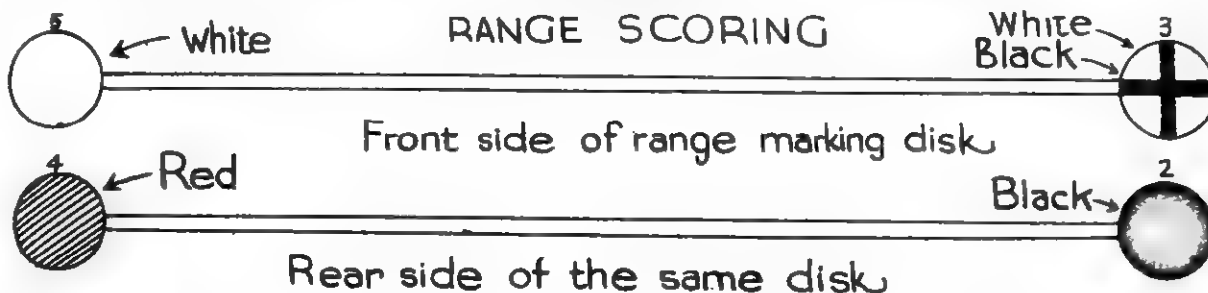
- a. If you do not keep the shots in the black, then try to KEEP THEM LOW. There is more area that has a value of 4 here.
- b. Remember, in Rapid-fire, the shots are carefully aimed. ALL THE OTHER OPERATIONS ARE DONE QUICKLY, SMOOTHLY AND WITHOUT FUMBLING. Have you good timing? fair



"D" or RAPID FIRE TARGET

12. SIGHT ADJUSTMENTS, WHEN FIRING ON THE RANGE.

- Several men will be firing the same rifle, so REMEMBER THIS ADVICE: Do not expect the rifle sight setting that he is using, to be exactly what your eyes need. TOO OFTEN THIS WILL NOT BE TRUE. It will be your responsibility to see that YOU have YOUR sight setting every time you take up that rifle to fire.
- Use this simple elevation rule for the 200 yard range: A change of 100 yards in elevation on the sight setting will change approximately the distance of a ring on the target. Referring back to the "A" target, raising the rear sight one graduation would have placed one of the shots in the five or bulls-eye; the other two would have been close fours.
- Wind has little effect on the 200 yard range, so disregard wind insofar as sight setting is concerned. WIND WILL AFFECT THE SHOOTER, HOWEVER.
- When a shot is fired, a spotter is placed in the bullet hole and this disk is used to signal to the firing line the value of the shot. The white disk, placed over a white spotter in the black bulls-eye, means a Bull's eye. A red disk, placed over a black spotter not in bulls-eye, means 4 points. A white disk with a black cross is a signal that the shot value is 3 points. A black disk, placed over the spotter, is a signal that the value is one point.



YOU WILL RECEIVE PAPERS LIKE THESE TO KEEP THE SCORES FOR BOTH DAYS

LINE

PITS

Rifle# 10694732 Target # 62						Order #2
						Total
Sit	5	4	3	2	5	19
Kneel	4	4	3	4	4	19
Stand	3	0	3	4	0	
	4	3	4	5	5	31
TOTAL						69
TOTAL SLOW FIRE						
Standing to Kneeling						
	5	4	3	2	0	
	7	3				47
Standing to Sitting						
	5	4	3	2	0	
	3	3	2	1	1	35
TOTAL RAPID FIRE						82
TOTAL SCORE						151
Proper Sight Setting						300
Proper Sling Adjustment						3rd hole

ORDER _____ TARGET _____
SLOW FIRE

SITTING
KNEEL

STANDING

RAPID FIRE

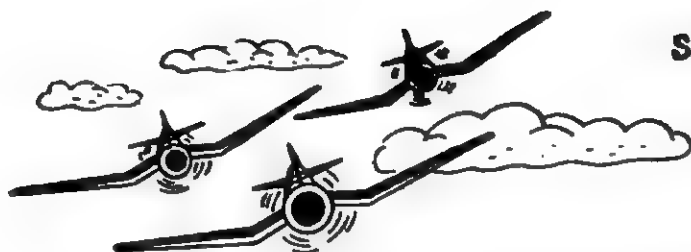
STANDING
TO
SITTING

5	4	3	2	0

STANDING
TO
KNEELING

5	4	3	2	0

TOTAL



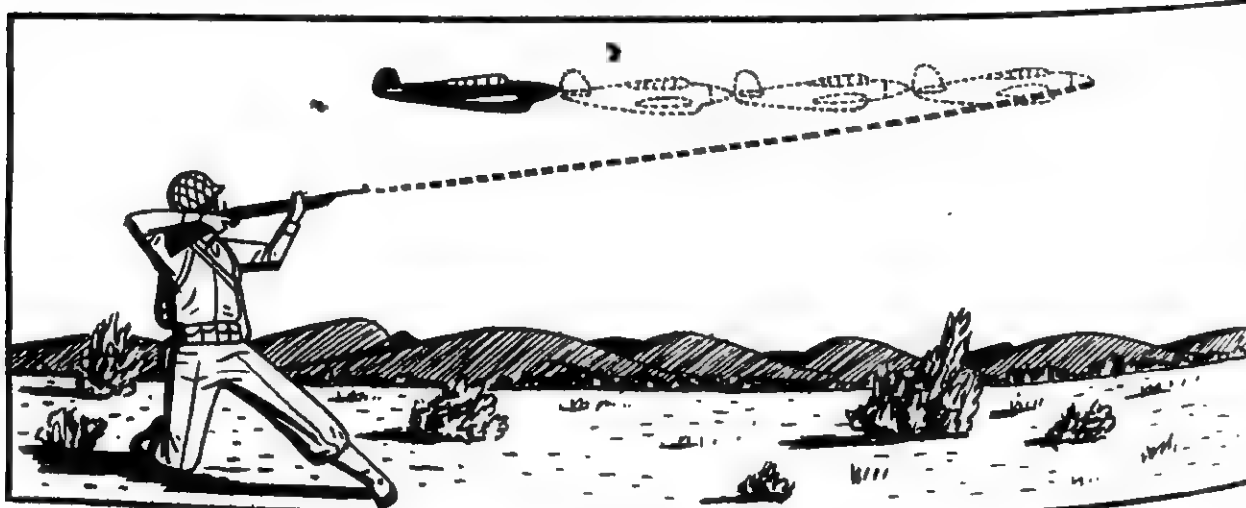
SOME PLANE FACTS ABOUT ANTIAIRCRAFT FIRING

This war has already furnished ample proof that low flying aircraft can be brought down by small arms fire. Our score books show quite a list of swashbuckling Nazi and Japrat pilots who had to be dug out of the African sands or Guadalcanal swamps because they overlooked that possibility.

American soldiers are apt pupils - they learn fast. When they saw it was just a question of gauging speed, taking the right lead, and squeezing the trigger, why, it was just like hunting ducks back home in the Tennessee hills or Louisiana bayous. Of course, it takes some skill and quite a bit of practice but that's easy too. Your instructors will help you develop the skill and, before long, the enemy will give you plenty of practice.

First, you will be taught the best possible firing position; one that will give you the greatest accuracy with maximum flexibility. Then you will learn to estimate the range to an airplane as you fire on it, so that you can point the barrel the correct distance ahead of the airplane's nose. This is known as "taking a lead." The idea is to cause the plane and the bullet to meet at the same point. The rest is plain old arithmetic. For instance, the lead distance for an airplane traveling 200 mph is exactly twice that for an airplane traveling 100 mph.

The average lead is four target lengths, based on a 30 foot plane traveling at an average speed of 200 mph. If the plane is going at a much greater or much lesser speed, then the lead will have to be lengthened or reduced. The maximum effective range is about 600 yards. As soon as the plane appears, the rifleman will take his position and "track" the plane until it comes within range.

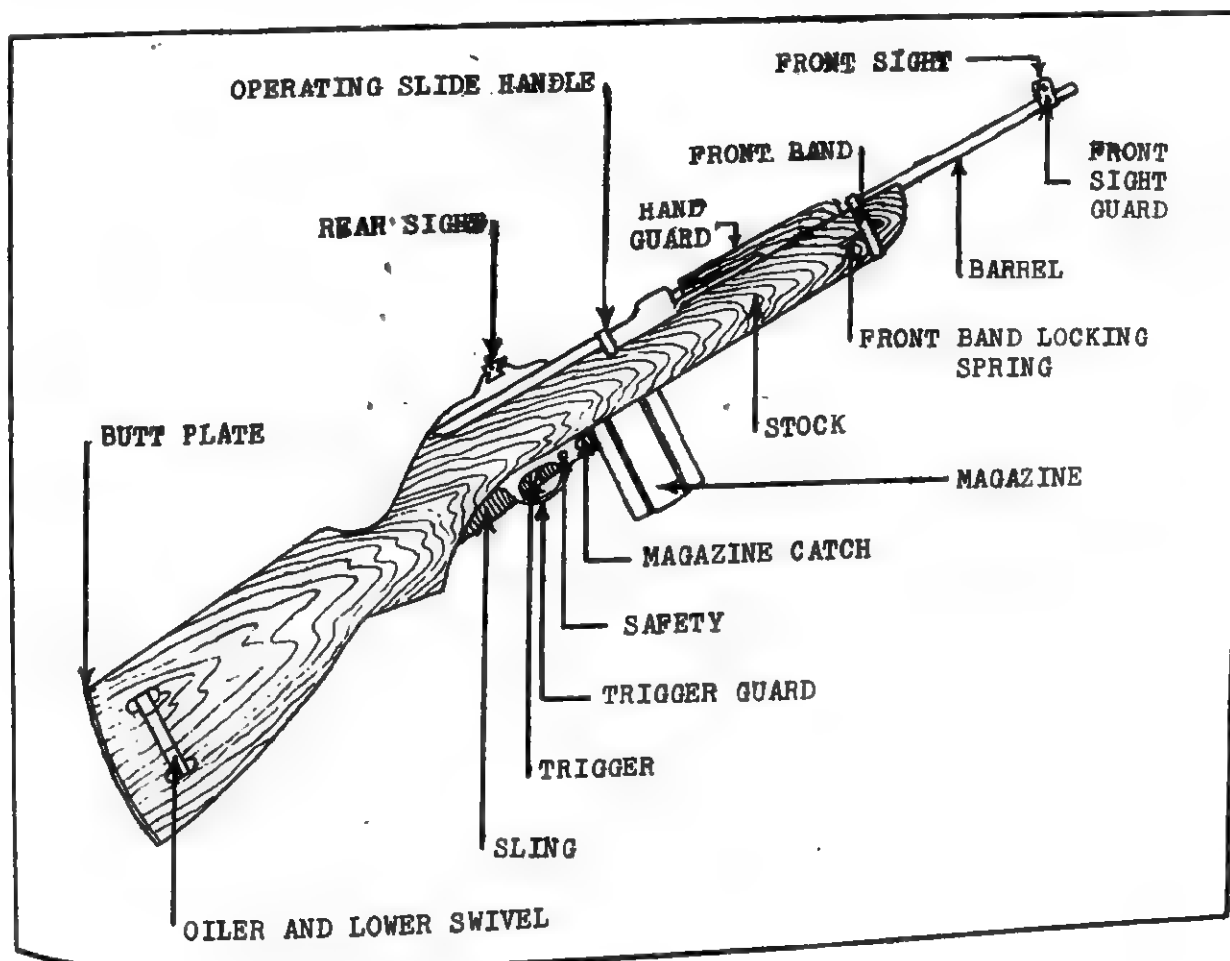


THE RIGHT ARM OF SIGNAL CORPS PERSONNEL - YOUR RIGHT ARM IS
THE U. S. CARBINE, CALIBER .30, M 1

This is the weapon most of you will carry with you into combat. It was designed to replace the Automatic Pistol, Cal. .45. It surpasses the pistol in muzzle velocity, range, and accuracy without losing any of the .45's wallop. This is due to the fact that it fires a snub nosed bullet. When you get this weapon into your hands, notice how light and compact it is. It's a honey! It has the feeling of sleek, stream-lined efficiency that goes with the better trained, better equipped and better armed Signal Corps man of today.

Learn all you can about this weapon. Absolute mastery of this new carbine is necessary for your own protection. Start now and pick up some new fact about it every day. Here is a brief introduction.

It is a self-loading shoulder weapon. It is gas operated, magazine fed, and air cooled. It weighs approximately 5 pounds. It is fed from a box type magazine with a capacity of 15 rounds. It is easy to sight, to fire, to disassemble and assemble. So that you might get better acquainted, take a look below and meet your right arm. The best weapon of its type yet invented and it's all yours.



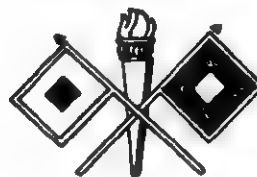
Basic Signal Communication



Major General H. C. Ingles
Chief Signal Officer, U. S. Army

"The Signal Corps is responsible for the communications of the Army. Its primary mission is to get the message through. Its other responsibilities are only a means to that end. Failure to fight the message through shirks the high traditions of our Corps. Therefore, regardless of personal sacrifice, our slogan is..

**GET THE MESSAGE
THROUGH."**



The Signal Corps is the 'nerve center of the United States Army.' Our communication system is America's first line of defense...her first weapon of offense.

In a war of speed, with time and space annihilated, communication must have the speed of light almost the speed of thought. Between all military units, wherever they may be and in whatever circumstances, there must be split-second coordination.

The Signal Corps will train you..it will train you to serve as radio electricians, radio operators, telegraph printer operators and maintenance men, instrument repairmen, switchboard installers, cable splicers, telephone and telegraph field linemen and the like.

REMEMBER, SOLDIER - YOUR JOB IS AN IMPORTANT ONE - LEARN IT WELL.



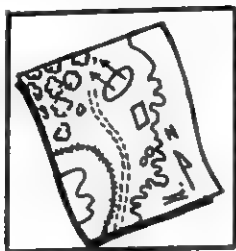
Signal Communication provides the channels for sending and receiving information without which any Army would become an uninformed, unguided Mob.

* * * * *

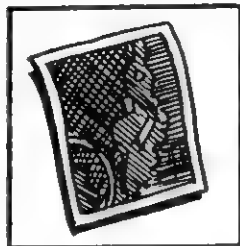
I. What Is A Message?

A. A Message is any information, order or question sent from one person to another.

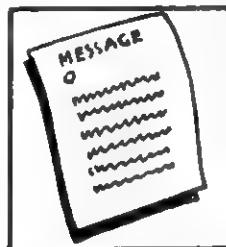
B. There Are Many Kinds of Messages:



Map



Photo



Letter



Blueprint

How many others can you name order, questions

photostat, aerial maps,

C. Messages are Classified as Follows:

Sequence of sending

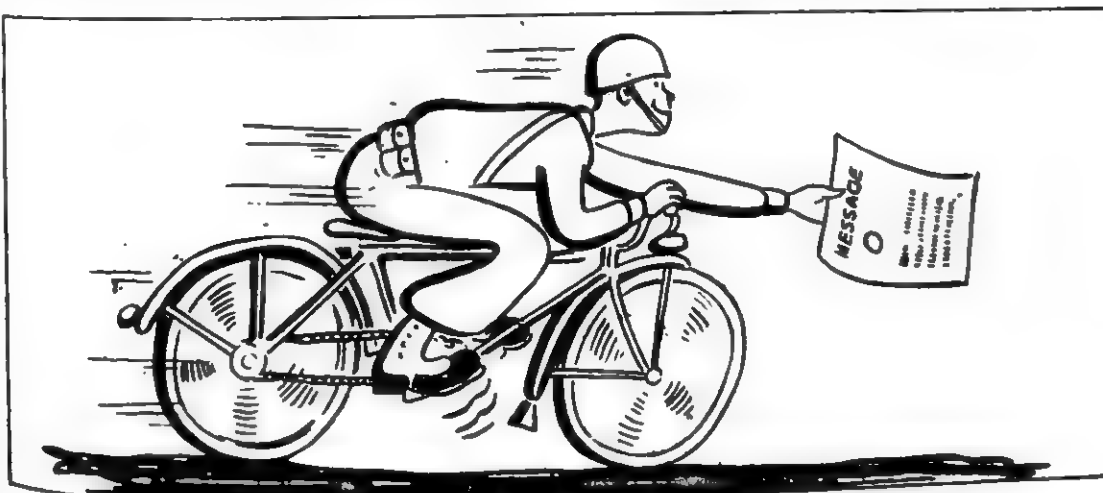
- "O" is an urgent Message.

= "OP" is an operational priority Message. JANP

= "P" is a priority Message.

* "D" is a Deferred Message.

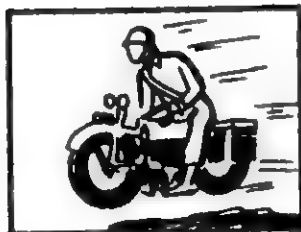
+ If Not Marked It Is A routine Message.



II. Means of Signal Communication.

A. Definition: A Means of Signal Communication is an Agency capable of transmitting Messages.

B. There are six (6) Means of Signal Communications:



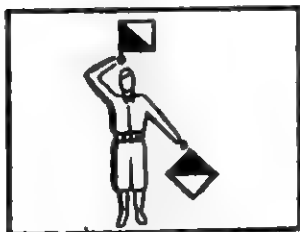
1-Messenger



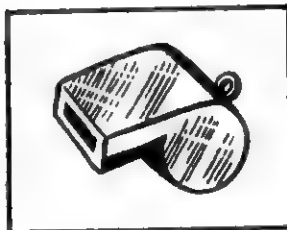
2-Wire



3- Radio



4- Visual



5- Sound



6- Pigeon

Complete the Following Exercises

1. The six (6) types of Messengers are: (1) runner,
(2) mounted, (3) bicycle, (4) motorcycle,
(5) auto; motor (6) airplane
 - a. What is a Special Messenger a sp M is one who takes a special route.
 - b. What is a Scheduled Messenger a sched M. is one who travels a specified route at reg. int.
 - c. In what two (2) ways are messages carried:
(1) left breast pocket, (2) special carrying pouch
2. The three (3) types of Wire Communications are:
(1) Telephony (2) Telegraphy (3) Teletype

3. The two (2) types of Radio Communications are:

(1) Telegraphy (2) Telephony

a. What is the difference between them (1) uses dots & dashes (2) transmits human voice.

b. Name the four (4) types of radio sets used in the field (1) Portable (2) Vehicular

(3) Mobile (4) semi-mobile

c. Why do we use Code to ensure secrecy of material transmitted, and to shorten them

d. Define a Coded Message has no intelligible meaning in any language.

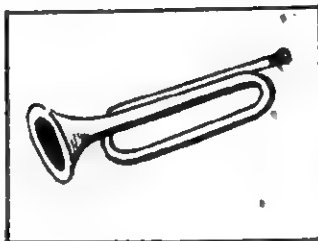
4. Visual Communications include all signals that can be received by the eye:

Name six (6) of them: (1) sig. lights (2) semaphores

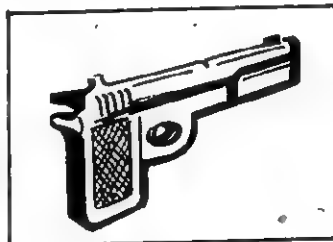
(3) panels (4) pyrotechnics

(5) airplanes (6) signal flags

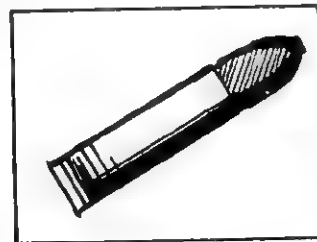
5. There are many types of Sound Signals: _____



Bugle



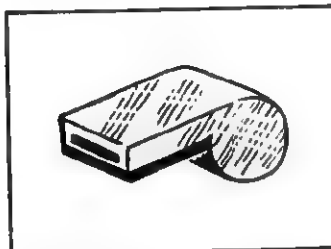
Small Arms



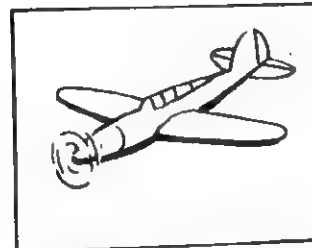
Artillery



Sirens



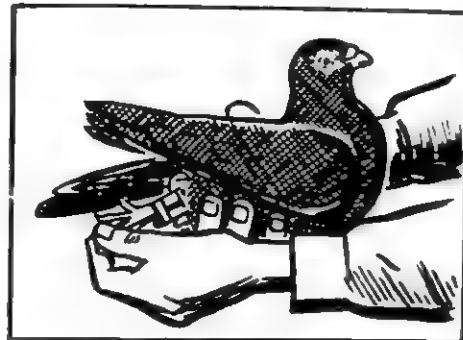
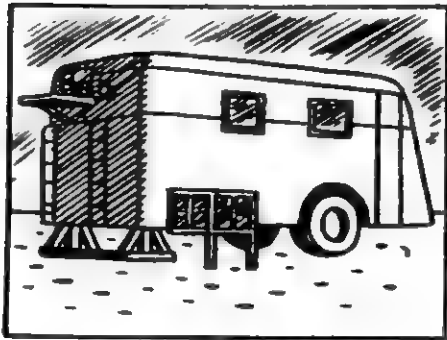
Whistles



Airplane Motors

a. Can you name any others: horn, voice, bell,
hoxon, tapping rifle butt.

6. Pigeon Messages are an auxiliary means of communication in the Army:



* * * * *

III. Agencies of Signal Communication:

An Agency of Signal Communication is set up to accomplish a particular type of signal communication job. It embraces all equipment and personnel necessary for the transmission of a message.

There are Eleven Agencies:

Messenger Center
Signal Photography
Signal Repair
Signal Supply
Signal Intelligence
Signal Centers

Agencies of
Signal Com-
munications
Capable of
Transmitting
Messages

Messenger Communication
Wire Communication
Radio Communication
Sound Communication
Visual Communication
Pigeon Communication

Martha Wash.
RSVP

A "Command Post" is the forward echelon of a headquarters during combat.

* * * * *

A Signal Center is a Clearing Point located at each Headquarters or Command Post, charged with the Receipt, Transmission and Delivery of Messages.

Its sole purpose is to speed the transmission of messages.

* * * * *

IV. Abbreviations:

You have been taught the correct abbreviations for the following words. Fill in the exercises that follow:

- (a) Radio RAD (i) Motorcycle Messenger Mtd Msgr
(b) Visual VIS (j) Airplane Messenger Ap Msgr
(c) Pigeon PGN (k) Scheduled Messenger Scd Msgr
(d) Message MSG (l) Special Messenger Sp Msgr
(e) Telephone TP (m) Bicycle Messenger Bcl Msgr
(f) Telegraph Tg (n) Telegraph Printer Tg P
(g) Messenger Msgr (o) Mounted Messenger Mtd Msgr
(h) Signal Center Sig Cen (p) Motor Messenger M Msgr

V. Lettering:

In order to secure legibility and avoid errors in copying code messages, the following system of lettering is prescribed. Observe carefully the arrowheads indicating the direction of the strokes, and the numbers showing the order in which the strokes are to be made.

The straight line is the foundation stroke. The letters E, Z, X, and K are made slightly smaller at the top. The letters H, E, Z, and F have the center horizontal strokes slightly above the middle. The letters X, Y, and K have the junction slightly above the middle.

The bar under the numeral 1, the top of the numerals 5 and 7, and the bottom of 2, are straight lines. The numeral 1 has a bar under it, slightly below the stem, to distinguish it from the letter I and the cipher 0 has a bar diagonally through it to distinguish it from the letter O

The letters O, Q, C and G are made in circular form. The letter B is slightly smaller at the top and has the center horizontal part slightly above the middle. The letters R and S are slightly smaller at the top.

Accuracy can only be achieved through practice

Use the space provided on the following page.

(Single Stroke Method)

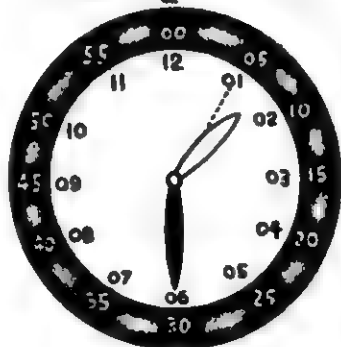
LETTERING

U	U U U U	C	C C C C
H	H H H H	G	G G G G
T	T T T T	D	D D D D
L	L L L L	J	J J J J
E	E E E E	B	B B B B
F	F F F F	P	P P P P
N	N N N N	R	R R R R
Z	Z Z Z Z	S	S S S S
I	I I I I	L	L L L L
X	X X X X	2	2 2 2 2
Y	Y Y Y Y	3	3 3 3 3
V	V V V V	4	4 4 4 4
A	A A A A	5	5 5 5 5
K	K K K K	6	6 6 6 6
M	M M M M	7	7 7 7 7
W	W W W W	8	8 8 8 8
O	O O O O	9	9 9 9 9
Q	Q Q Q Q	0	0 0 0 0

VI. Official Time:

- A. The twenty-four hour time system is measured from mid-night to mid-night.

Reading in A.M.



Reading in P.M.



Read inside number on hour (white) hand (Always use number to the left - counter-clockwise as indicated by dotted line.)

Add the outside number on minute (black) hand.

The time on the AM DIAL is 0130.

The time on the PM DIAL is 1330.

Time is expressed in groups of four (4) digits from 0000--2400 (the use of A.M. and P.M. thus becomes unnecessary.)

The first two digits represent the hours.
The second two digits represent the minutes.

Thus: 9:00 A.M. = 0900	9:00 P.M. = 2100
1:00 A.M. = 0100	1:00 P.M. = 1300
10:15 A.M. = 1015	10:15 P.M. = 2215
3:33 A.M. = 0333	3:33 P.M. = 1533

Practice Exercises (To Be Filled In):

1:00 A.M.	_____	2400	_____
2:30 A.M.	_____	1642	_____
5:12 P.M.	_____	1219	_____
12:00 Noon	_____	0400	_____
6:18 P.M.	_____	0003	_____
8:15 A.M.	_____	0059	_____
11:59 P.M.	_____	0456	_____

- B. The Date of the Current Month may be expressed by two (2) digit figures placed in front of the four "time-of-day" digits.

171500 would be 3:00 P.M. on the seventeenth (17th) day of the current month.

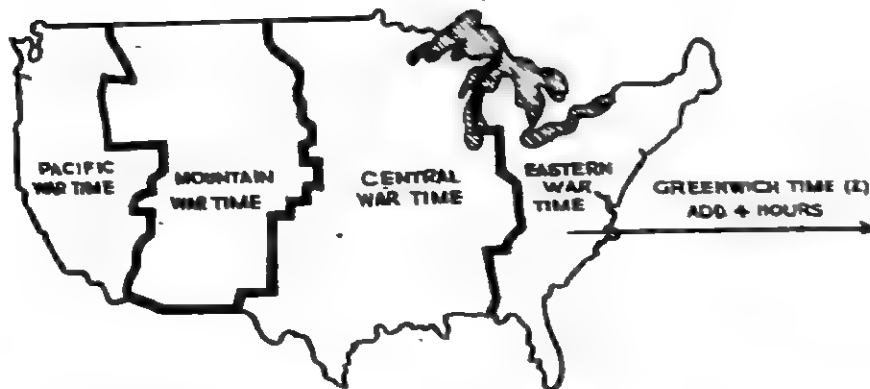
010003 would be three minutes after midnight on the first day of the current month.

The Six-Digit Method
is especially suited
for sending messages by Radio Telephone Cable

C. Greenwich Civil Time is indicated by a "Z" placed
after the time digits:

9:00 A.M. Greenwich Civil Time 0900Z

171234Z 12:34 P.M., Greenwich Civil Time, on
the 17th day of the current month.



The United States is Divided into
Four (4) Time Belts

Camp Crowder is located in the Central War Time Belt.

There are five (5) hours difference between Central War
Time and Greenwich Civil Time.

Thus:

3:35 P.M. CWT would be 1535 CWT or 2035Z
1535 CWT would be 2035Z
2100 CWT would be 0200Z (on the following day)

Exercises (To Be Filled In):

Express 2:30 P.M. of the third day of the current
month in Greenwich Civil Time: _____

280001Z _____

2359 _____ 3:58 P.M. _____

0345 _____ 12:15 A.M. _____

210556CWT _____

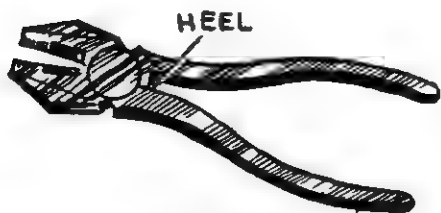
030012Z _____

VII. The Field Wire Splice

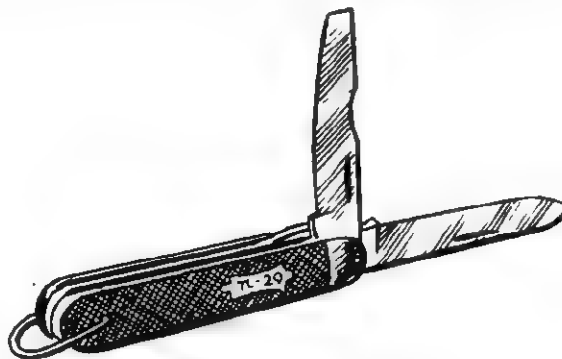
Introduction:

Every soldier engaged in communication work should be able to make a proper field wire splice. Occasions constantly arise in which such ability is necessary. It is therefore important that the entire unit be trained for this work.

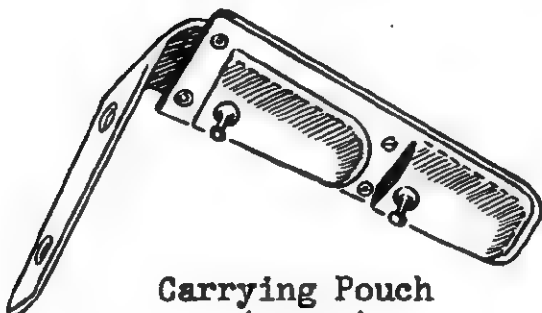
A. Tools and Equipment:



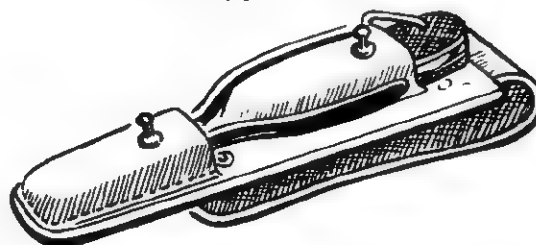
Side-Cutting Pliers
(TL-13)



Electrician's Knife
(TL-29)



Carrying Pouch
(CS-34)



Complete Set (Kit)
(TE-33)



Rubber Tape
(TL-94)



Seizing Wire
(W-71 or 107)



Friction Tape
(TL-83)

In making splices there are three (3) important points that must be remembered. If these points are kept constantly in mind and religiously applied the resulting splice will have all of the original qualities of the wire itself. These points are:

1. Conductivity of the wire must be maintained.
2. Insulation resistance must also be maintained.
3. Tensile strength must not be materially decreased.

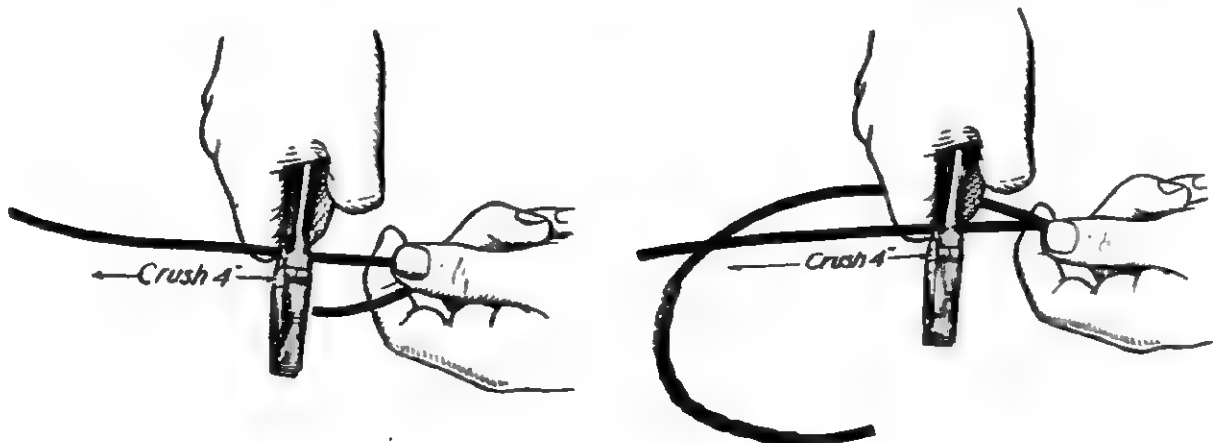
B. Making the Field Wire Splice.

1. **Teamwork in Making the Splice**----When making splices it often happens that there is more than one man available at the time the splice is being made. If this is the case, the over-all time for making the splice can be greatly reduced if the two men have a standard cooperative method and function as a team.

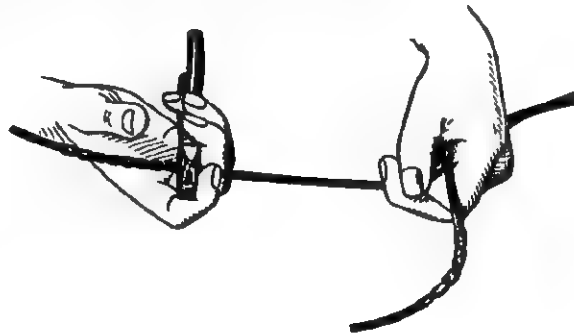
2. **Staggering the Splice**----Each man prepares one of the two wires which are to be spliced together. To obtain a uniform stagger, each man measures back one plier's length (about six inches) from the end of one conductor of the wire he is preparing and cuts off the conductor thus measured. Each man now has two conductors, with one cut six inches shorter than the other:



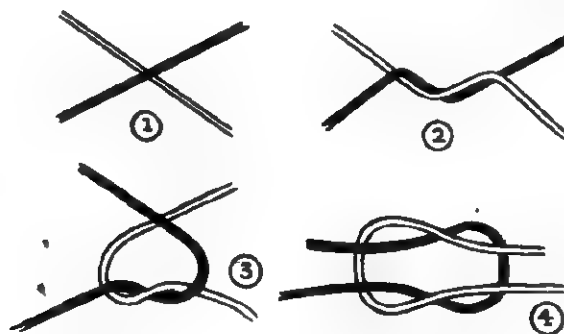
3. **Crushing the Insulation**----Each man now begins crushing the insulation on his long conductor at the point where the short one ends, that is, one plier's length from the end of the long conductor. Using the heel of his pliers, he crushes the insulation toward the end for a distance of about four (4) inches, leaving two (2) inches of the insulation uncrushed on the end of the conductor. He next measures back one plier's length along the short conductor and repeats the operation. The uncrushed insulation remaining on the ends of the conductors holds the strands together preventing possible injury to the splicer. The two operations give a uniform stagger which insures an equal tension on both conductors, eliminates bulkiness and lessens the possibility of short circuits:



4. Skinning the Conductor----Each man grasps the wire with the heel of the pliers at the point where crushing was begun. With a firm grip on the pliers he draws his pliers along the wire. This leaves about three and one-half inches ($3\frac{1}{2}$) of bare wire and one-half ($\frac{1}{2}$) inch of bare rubber insulation where the skinning began:

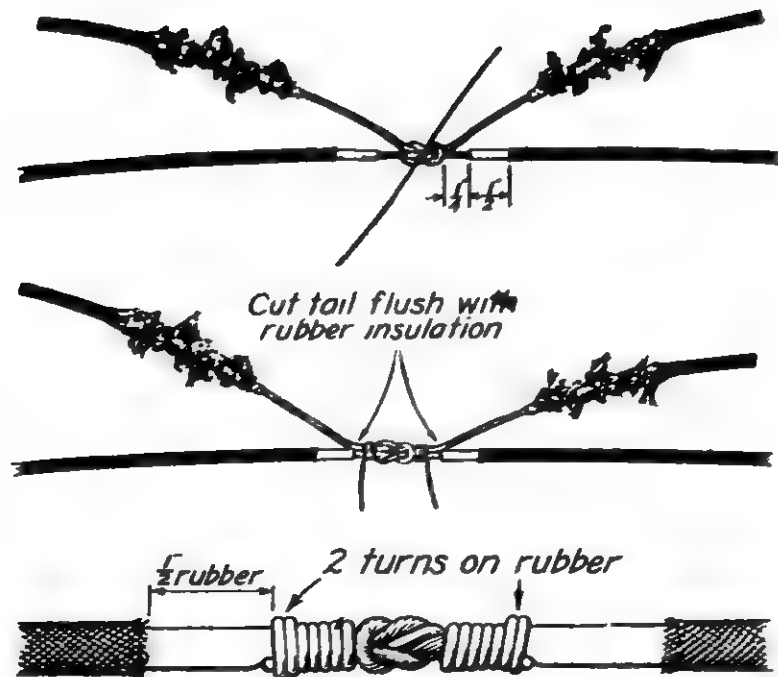


5. Tying the Square Knot----The ends of the two wires are now brought together and the long conductor of one wire and the short conductor of the other wire are tied in a square knot by each man. The square knot is so placed as to leave a distance of about one-quarter ($\frac{1}{4}$) inch between the knot and the rubber insulation. The weatherproof braid is then peeled back from the one-half ($\frac{1}{2}$) inch of wire that was crushed but not skinned. This leaves one-half ($\frac{1}{2}$) inch of exposed rubber insulation to permit close adhesion of the rubber tape when it is applied:



HOW TO TIE A SQUARE KNOT

6. Applying the Seizing Wire----A piece of seizing wire (six to eight inches long) is inserted up through the square knot and the knot is pulled tight. The seizing wire is bent so as to have one-half for wrapping to the left and one-half for wrapping to the right. Two or three close turns are taken to the right and left of the square knot. This binds the ends of the knot. The excess ends of the conductors are now cut off even with the rubber insulation. Continue wrapping the seizing wire both to the right and left of the square knot until two turns have been taken on the rubber insulation. The remaining ends of the seizing wire are cut off evenly and pressed down into the rubber. With both men tying the square knots and applying the seizing wire at the same time, the over-all time should not be in excess of one minute.



7. Applying the Rubber Tape----For best results and ease of application, the wire is held taut when the rubber tape is being applied. One man holds the wire taut while the other applies two (2) layers of rubber tape to the splice. The taping is started in the center of the splice and is worked to the left and right of the knot for a distance of one-half ($\frac{1}{2}$) inch on the rubber insulation. The rubber tape is stretched considerably so as to give close adhesion, and is pressed into intimate contact with the rubber insulation on both ends of the splice to keep it waterproof:



Rubber Tape

Friction Tape

8. Applying the Friction Tape----With one man holding the wire taut, the other man applies two layers of friction tape over the rubber tape. The friction tape is extended about one inch beyond the rubber tape. This gives an overall taped splice of about four (4) inches. The finished splice is then rolled several times between the hands to seal the edges. The splice is now complete.

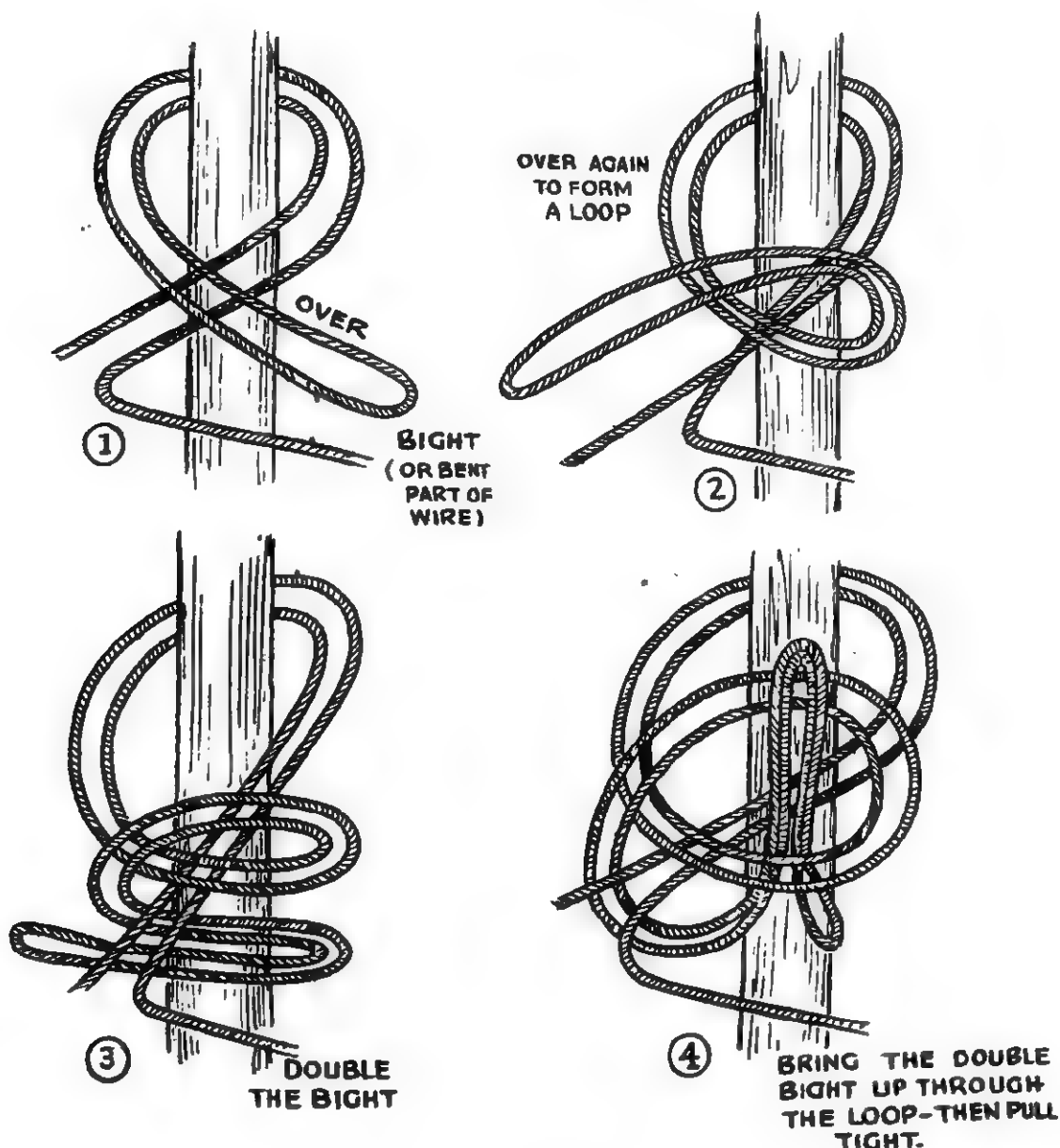
VIII. Field Wire Ties

Introduction:

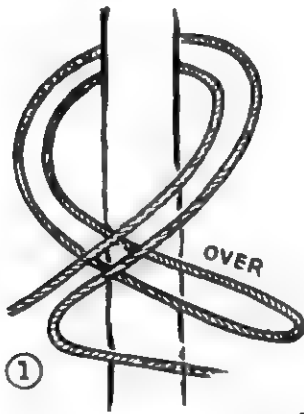
Field wire is generally laid for temporary use only. Frequently it is laid along heavily traveled roads and must be protected from possible damage by passing traffic. Therefore, it is necessary that field wire be tied off the road, either on the ground or above it. At the same time, field wire must be laid in such a manner that it can be picked up as quickly and easily as possible. As a result of the above conditions, the knots used in tying field wire must be so constructed as to be quickly untied yet capable of resisting considerable straining.

The following field wire ties are in constant use and will be memorized and learned:

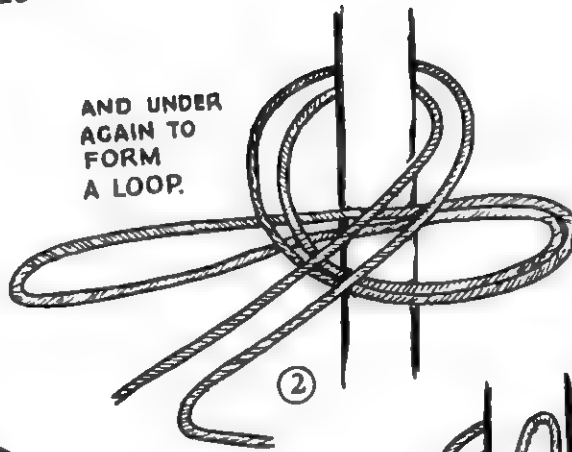
A. The Overhead Loop Knot Tie



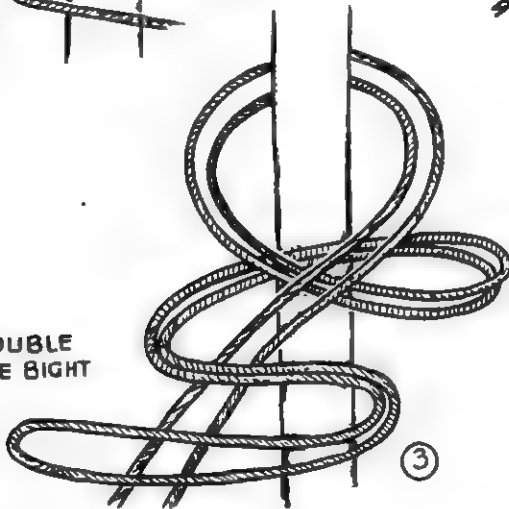
B. The Ground Loop Knot Tie



AND UNDER
AGAIN TO
FORM
A LOOP.

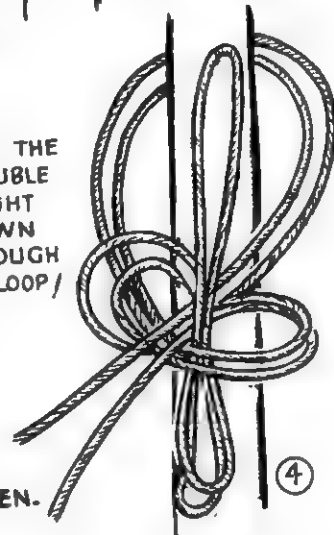


DOUBLE
THE BIGHT



PASS THE
DOUBLE
BIGHT
DOWN
THROUGH
THE LOOP/

THEN
TIGHTEN.



LEFT HAND END OVER
RIGHT HAND END UNDER.



THEN PUT THE RIGHT
HAND END OVER THE
LEFT HAND LOOP.



THE CLOVE HITCH PLACED
OVER A STAKE DRIVEN
IN THE GROUND.



IX. The Phonetic Alphabet and Numerals

1. The phonetic alphabet, and a definite pronunciation of numerals is used in the Army for clarity in the transmission of messages. The following items must be memorized and learned:

A---Able	N---Nan	<u>Numerals</u>
B---Baker	O---Oboe	Ø---Zero
C---Charlie	P---Peter	1---Wun
D---Dog	Q---Queen	2---Too
E---Easy	R---Roger	3---Th-ŕ-ee
F---Fox	S---Sugar	4---Fo-wer
G---George	T---Tare	5---Fi-liv
H---How	U---Uncle	6---Siks
I---Item	V---Victor	7---Sêv-vën
J---Jig	W---William	8---Ate
K---King	X---Xray	9---Nin-er
L---Love	Y---Yoke	
M---Mike	Z---Zebra	

2. Exercise, Pronunciation, Numerals

To Be Filled In:

44 fo-wer fo-wer 136 wun Øree
80 ate zero 29 too nin-er
1378 wen Øree sev-ven ate 1ØØØ wun thousand
5ØØ fi-lv hundrêd 16ØØØ wun siks thousand

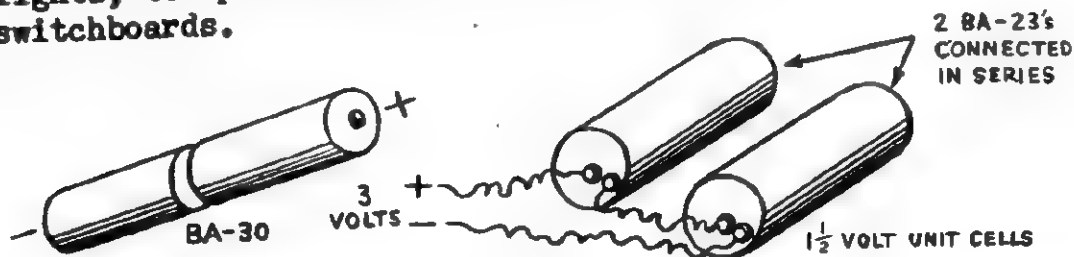
3. The Phonetic Alphabet is used frequently for transmitting code groups in order to eliminate any possibility of misunderstanding or confusion. As many letters in the alphabet sound alike when transmitted by voice, the phonetic alphabet is used to insure clarity.

Example: Code Group----DFNML---DOG FOX NAN MIKE LOVE
Code Group----AXSVR---ABLE XRAY SUGAR VICTOR ROGER



X. Batteries:

In the Signal Corps the two types of batteries most commonly used are the BA-23 and the BA-30. Both of them are particularly adaptable to the various types of flash-lights, telephones, radios, telegraph, test-sets and switchboards.



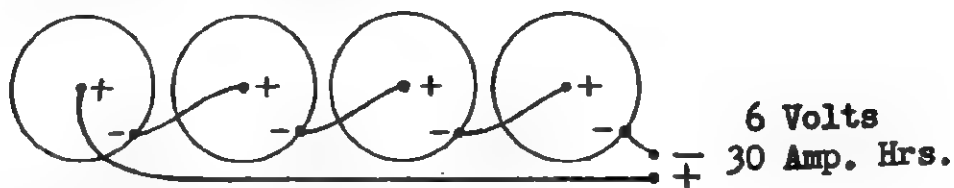
- | | |
|----------------------|----------------------------|
| 1. Dry-cell. | 1. Dry-cell |
| 2. Single Cell. | 2. Single Cell (Large) |
| 3. Voltage - 1.5 | 3. Voltage - 1.5 |
| 4. Top () Terminal. | 4. Top Center () Terminal |
| 5. Bottom (-) " | 5. Top Outside (*) " |
| 6. Light in Weight | 6. Heavy and Bulky. |

Remember:

Batteries deteriorate rapidly.
Batteries are often dated. Use the oldest first.
Heat is harmful to batteries.
Batteries must be stored in a dry place.
Remove Batteries from Equipment before storing,
or when not in use.

Battery Circuits:

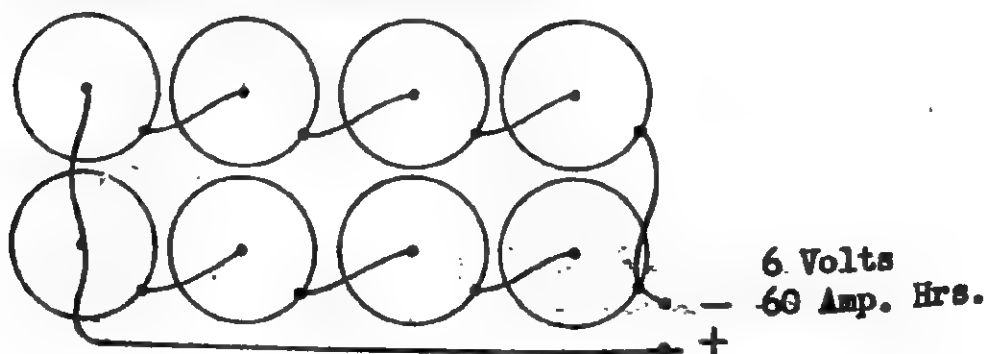
A. Connected in Series



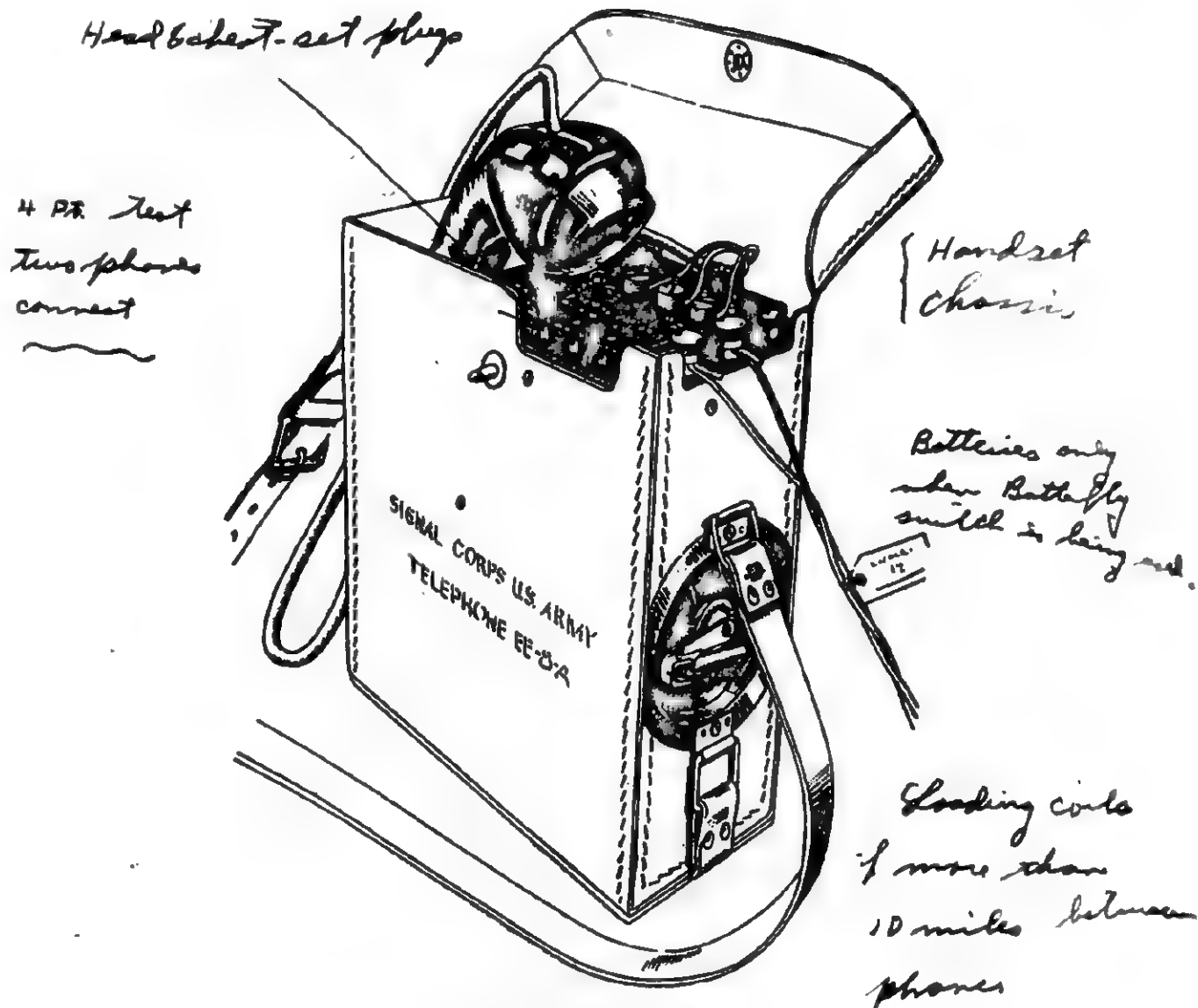
B. Connected in Parallel



C. Connected in Series-Parallel



XI. Field Telephone, EE 8-A;



Field Telephone, EE 8-A

Exercise (To Be Filled In):

1. The field telephone (EE 8-A) weighs 9 $\frac{3}{4}$ pounds.
2. The carrying strap is also used for attaching phone to tree or post.
3. The normal range of the field telephone with W-110-B wire is from 11 to 17 miles.
4. To what binding posts is field wire connected .
5. How many terminals are there for the handset cord 3.
6. How is the screw switch marked CB- L/3.

LB - local battery
CB - common bell

Method of preparing wire { *Can be used as one line with ground.*
"Ground-return Circuit"

A. Testing the Telephone:

1. When no other telephone is available:

Test	By	Result
Generator	Shorting the line terminals with the TL-13's.	If the generator circuit is in good condition, the hand generator crank will turn hard when L1 and L2 are shorted, and easy when L1 and L2 are not shorted.
Transmitter and Receiver Circuits	First inserting the battery in the battery compartment and then pressing in and releasing the transmitter switch while blowing in the transmitter and listening in the receiver for a sidetone.	If the transmitter and receiver circuits are in good condition, you should hear no sidetone when the switch is released; you should hear a sidetone when the switch is pressed.

2. When another telephone in good condition is available, connect the two telephones.

Test	By	Result
Hand Generator	Turning hand generator crank.	If the generator circuit is in good condition, the ringer on the other telephone should ring.
Transmitter Circuit	Inserting the batteries in the telephone and then pressing the transmitter switch and talking into it.	If the transmitter circuit is in good condition, the man on the other telephone should be able to hear you.
Receiver Circuit	Listening in the receiver while someone is talking into the transmitter of the other telephone.	If your receiver circuit is in good condition, you should be able to hear the man on the other telephone.
Ringer	Having the man on the other telephone turn his hand generator crank.	If your ringer is in good condition, your telephone should ring.

XII Telephone Directory:

UNIT	CODE NAME
*1ST DIVDEXTER
*REAR ECHELON.DEXTER-X
1ST INFDANDY
1ST BN.DANDY RED
2D BNDANDY WHITE
3D BNDANDY BLUE
4TH BN.DANDY GREEN
2D INF.DELTA
1ST BN.DELTA RED
2D BNDELTA WHITE
3D BNDELTA BLUE
4TH BN.DELTA GREEN
3D INF.DERBY
1ST BN.DERBY RED
2D BNDERBY WHITE
3D BNDERBY BLUE
4TH BN.DERBY GREEN
DIV ARTY.DUPLX
1ST F A BN.DELEGATE
2D F A BNDART
3D F A BNDRAKE
4TH F A BN.DIAMOND
HQ & MP CO.DARKNESS
1ST SIG CO.DIAGRAM
1ST ENGR BNDYNAMITE
1ST MED BN.DECOY
1ST QM BNDUMP

* ATTACHED UNITS ARE ADDED AS NEEDED



XIII Telephone Directory (Numbers of Officers and Offices)

NUMBER

1G-1 OR S-1
2G-2 OR S-2
3G-3 OR S-3
4G-4 OR S-4
5	CHIEF OF STAFF OR EXECUTIVE OFFICER
6	COMMANDING OFFICER
7	ADJUTANT (DIVISION AND HIGHER UNITS)
8	ORDNANCE OFFICER
9	INSPECTOR
10	SIGNAL OR COMMUNICATION OFFICER
11	MESSAGE CENTER (INCOMING)
12
13	AIDE-DE-CAMP
14	AIR OFFICER
15	ENGINEER OFFICER
16	SURGEON OR MEDICAL OFFICER
17	JUDGE ADVOCATE
18	FINANCE OFFICER
19	CHAPLAIN
20	POSTAL OFFICER
21	QUARTERMASTER (NOT SUPPLY)
22	CHIEF OF ARTILLERY OR ARTILLERY OFFICER
23	CHEMICAL OR GAS OFFICER
24	LIAISON OFFICER
25	MUNITIONS OFFICER
26	PIGEON LOFT
27	PROVOST MARSHAL
28	RADIO STATION
29	RECONNAISSANCE OFFICER
30	TELEGRAPH OFFICE
31	TELEPHONE WIRE CHIEF OR TROUBLE CHIEF
32	VETERINARIAN
33	PUBLIC TELEPHONE
34	HEADQUARTERS COMMANDANT
35	MOTOR OFFICER
36	ANTITANK OFFICER
37	SPECIAL SERVICES OFFICER

*Make copy of
manual file
Make copy of*

D.50 → Division Sig. Officer Lt. Col. Lazenby

JANP → great many procedures

Knots:

Overhand
Figure 8

Square
{ Glanny
{ Thief

Sheet Bend.
{ Sng
{ Dbl

Bowline

{ Simple
{ Running
{ On a bight

Sheep Shank



Hitches:

Run Around

Mooring

Half -

Clove

Timber

Blackwell

Cat's Paw



Judo:

Balance

Leverage

Added Momentum

Major & Minor Operations

Internal Oblique Muscles

Max. Strength against Min. Strength



